

LOCAL BYLAWS

APA

POOL *Leagues*

Thumb Area

League Operator
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Local League Website: <http://thumbarea.apaleagues.com/>

Facebook: <https://www.facebook.com/THUMBAREAAPA>

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.

Breaking these rules could cost you a playoff spot and a chance to advance to the World Qualifier or World Pool Championships. These bylaws have been read and approved by the American Poolplayer Association.

The local bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual.

Section 1: Local League Information

Age Requirements

You must be 18 years of age or older to compete in Thumb Area APA.

Office Hours

League Office hours are Monday through Thursday, 11 AM to 8:00 PM and Sunday from 11am-5 PM. During League, before reaching out, please follow this procedure; Contact your team Captain first, Division Rep next, lastly the League Operator. All calls or text outside of office hours will be returned during next available hours of operation.

The opposing Team Captain or their designated team, if the Team Captain isn't present, must first review the Official Team Manual to search for the correct ruling. Should BOTH Team Captains or their designates fail to find the resolution, the Team Captains should contact the Division Representative for assistance. If further clarification is needed, please contact us through our contact information provided above. If there is no answer, please leave a message, including your name, phone number, reason for call and your call will be returned as soon as possible. You may also text the same information but additionally, indicate whether you need a call back or text. You may also email:

sjohnston@apaleagues.com.

PLEASE REVIEW YOUR TEAM MANUAL PRIOR TO CONTACTING THE OFFICE.

Most times the answer can be found in the team manual or local bylaws.

Website

Our website address is <http://thumbarea.apaleagues.com/>

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Thumb Area 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.
 - Register for tournaments. All team, doubles and singles events will and must be signed up through the website. (no text, no email and no Facebook messages)

In addition, we also have a Facebook page at <https://www.facebook.com/THUMBAREAAPA> 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 team per week (\$80 for Double Jeopardy teams) regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and forfeits. If you are paying by check, please make your check payable to Thumb Area APA. There will be a \$40 charge for any returned checks, plus a loss of bonus points. We will no longer accept change as part of your weekly fees. We prefer teams to use the Zelle App, PayPal or Stripe (Built into Member Services App/Scorekeeper App) to maintain timely payments.

Team Envelopes

For areas not using the APA Electronic Scorekeeper App see below:

Each week the Team Captain (or any player designated by your team) is responsible for logging onto their APA Online Member Services (OMS) account and printing the team's scoresheet(s), or print from the email we send out weekly with the scoresheets. Scoresheets must be brought to the team match on League night. Scoresheets can be printed up to [24Hrs] prior to your scheduled match. We recommend printing scoresheets at least one day prior to your match should any problems occur (internet outages, printer jams, etc.).

At the end of each League night, the Team Captain, or other designated member of the team, is responsible for the following;

- Using the CamScanner App, scan scoresheets and patch form, converting these to a PDF file.
- Attach these files to an email and email them to thumbarea.scoresheets@gmail.com. Teams must include their team number in the subject field.
- Teams must submit their weekly team fee payment, in full, to the League Office each week using the following method:

Via Zelle or PayPal to:

thumbarea.scoresheets@gmail.com or 810-941-2390

Bonus Points

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

- Scoresheets are received or submitted electronically within 48 hours of the match ending
- Team fees are received within 48 hours of the match ending
- 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
- No abusive comments are written

The bonus point(s) awarded will be as follows:

- **8-Ball: 2 Possible Bonus Point**
- **9-Ball: 12 Possible Bonus Points**

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

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 both scoresheets.
2. **Second Week Past Due:** "FINAL NOTICE" will be stamped over the top of the roster names/member numbers on both scoresheets for the past due team.
3. **Third Week Past Due:** The TEAM CAPTAIN will be made **INACTIVE** on scoresheet
4. **Fourth and Final Week Past Due:** Team name will be changed to "**Team Dropped Due to Non-Pay**" on the scoresheet.

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 the 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.

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.*
- 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.

TO EARN PATCHES THE PATCH FORM MUST BE TURNED IN.

Players are limited to two (2) patches per session per award. A representative from the team MUST send in the patch form to receive patches, which will be handed out at the end of session tournaments.

Section 2: Local League Play

Match time

The regular start time is 7:00pm, unless otherwise stated for a specific division. Beginning Fall 2025 Session, Double Jeopardy areas will start at 6:30pm

Table Fee/Green Fees

Please refer to the Official Team Manual, Section 2, subsection 13 “Who pays for the games?”

Splitting Tables

Following the guidelines in the OTM, we will enforce splitting of tables. For those divisions playing 2 weekly matches at a time, the current week takes precedence.

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.
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 canceled and rescheduled due to inclement weather. If you feel that weather conditions may result in League play being canceled 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.

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.

If a team drops after week 4 they will be responsible for monies owed as if they were to play the entire session. That total amount will be divided amongst the players equally and all players will owe their share before being allowed to play on another team or another area.

Replays (Ghost Rule)

Replays are allowed only through week 6! If a team is short a player on a designated League night, their opponent must 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:

1. After week six (6) teams MUST have League Office approval before league start. Replays will only be approved for serious situations.
2. Teams must notify their opponent of the need to use/or potential need to use a "replay" prior to the start of the FIRST individual match. (Before the balls have been broken.) If a team has a player show up prior to the start of the replay match, the player is still entitled to play, even if a "replay" was requested.
3. A player may not be sent home and/or be made unavailable so that a team may request a "replay" from their opponent.
4. Once teams agree to allow a replay it must be honored.
5. The player that plays the final match when a "replay" is used is chosen by the team's opponent. The player that is chosen to play the "replay" and the opponent does not have to name them until the time to put up a player in that match, but may be determined earlier if the teams agree to do so.
6. The player chosen to play the "replay" match must still allow the team to comply with the Team Skill Level Limit rule (23-Rule).
7. Full team fees are still due if the "replay" rule is used in a team match. Remember, the REPLAY FEE, if a replay must be used, should be split among the team. This should NEVER be the sole responsibility of the person chosen for the replay.

8. In order to use a player for replay, the player must be a paid member of the APA, and be printed by the Local League Office on the scoresheet, and be an established player, i.e. have 10 matches played.
9. The "replay" must be used during the last individual match. The "replay" may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match if the 4th & 5th individual matches are forfeited. Once a "replay" is used, the remaining matches must be forfeited, even if another player shows up.
10. 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 last match puts up first.
11. **A team cannot utilize the replay rule in order to make 23. In other words, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3 for example, then a team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. (23) There must be another SL 3 on the roster in order to do this. In this case, the team would exceed the 23-Rule. The "replay" rule applies to the regular session, through week 6 only and cannot be utilized during Playoffs or Higher-Level Tournaments.**

Headphones and Smart Watches

Headphones are not allowed during a match, either during weekly league play or at any Thumb Area APA tournament. Smart watches are allowed but you are not allowed to use them well at the table and actively shooting. If a player is found to be actively using their smart watch during time at the table, they will be asked to remove it while playing.

Video Streaming

There is to be no video streaming of matches during league night, Thumb Area APA tournaments or events Thumb Area APA is a part of without written consent from the league office and the players involved prior to the match.

Section 3: Sportsmanship and Conduct

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.

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

Thumb Area APA will honor any suspensions from all APA areas.

Sandbagging

Any team caught sandbagging or sending in falsified scoresheets, or copied scoresheets will be subject

to penalties handed down by the League Operator, which may include being dropped from the League. **COPIED SCORESHEETS WILL NOT BE ACCEPTED. IF YOU ARE NOT KEEPING SCORE, AND JUST COPYING YOUR OPPONENTS SCORESHEET YOU WILL NOT GET CREDIT FOR THE MATCHES THAT YOU HAVE WON. YOUR SCORESHEETS WILL NOT ALWAYS BE THE SAME, DEFENSE SHOTS.**

Double Jeopardy Matches

If during double jeopardy, a player is playing one format but needs to play the other format still, you cannot make a team forfeit due to a match being played. Must wait until that player is done with the current match and allow them to play in the other format. Unless said player is put up in the last match of one format and is the only player to play the last match in the other format. Prior to making a player/team forfeit with this scenario please contact the league office.

When playing Double Jeopardy 8 and 9- Ball, 8-Ball format has precedence when flipping for player presentation. Example, 8-Ball presents player first, followed by 9-Ball player presentation. Team captains must flip for both formats. Whether using a coin or the scorekeeper app to flip, captains must flip either on the pool table or where all captains can see and acknowledge the flip.

Section 4: Local League Playoffs and Tournaments

Minimum Skill Levels

There will be no male skill level 1's in 9-Ball at any time. Male skill level 2's are allowed in weekly league play (8-Ball and 9-Ball) but only after 10 matches are scored and being a skill level 2 is warranted. During Higher-Level tournaments, males will play no lower than a skill level 3 in 8-Ball and 9-Ball.

Active Player Rule

To be eligible to participate in any Thumb Area APA event you must be an active member on an active team within the Thumb Area APA league. This covers team events, Tri-Annuals/Cups, Captains tournament, singles events, MVP or any other event that is done to benefit Thumb Area teams and players.

Singles Board Tournaments

Singles Board tournaments will be held periodically (target of at least one each session). If participation is great enough, there will be separate boards for each Skill Level tier. The winner of each 8-man board advances to the Singles Regional Tournament where approximately 1 in 16 entrants can win entry into the Poolplayer Championship in Las Vegas and will receive travel assistance in the form of a hotel stay and airfare reimbursement (see <http://poolplayers.com/pc> for details).

Trophies

End of session awards will be given at the tournaments at the end of each session. Each member, who played at least four (4) matches with their team, of the first-place team will receive an award. In addition, each Division Point Leader team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishment!

MVP Tournament

The MVP tournament will be held once per league year. To be eligible you must have played at minimum 6 times in the session to earn MVP status during the session (Summer, Fall or Spring). Winners of the MVP tournament will receive a trophy and singles board entry into a Regional Event. There will be a 9-Ball event and 8-Ball event. These events will be Modified Single Elimination. 8-Ball and 9-ball

events will be held on separate weekends in June/July of the league year. (Possibly on Saturday and Sunday depending on scheduling)

Misc. Tournaments

From time to time there will be other events scheduled throughout the year, team events, singles or even doubles events. Pay attention to the calendar, website and Facebook for those events.

Big Dawg and Lil Dawg Award

At the end of each session, we will award two teams (one 8-Ball and one 9-Ball):

Big Dawg for winning the most points in 8-Ball or 9-Ball throughout the entire league area.

At the end of each session, we will award two teams (one 8-Ball and one 9-Ball):

Lil Dawg for earning second most points throughout the entire league Area

How its calculated:

- Thumb Area APA will use an average of points won per week calculation, points earned divided by weeks played.
- If there is a tie, tie will be broken by whichever team earned to most points in the last week of the session.

Big Dawg team will earn a spot automatically into the Tri-Annual, to compete for a spot at the World Qualifier, if they are not already qualified. Additionally, they will receive a trophy and a plaque to display at their home bar.

Lil Dawg teams receive a plaque to display at their home bar.

Big Dawg/Lil Dawg Tournament

At the end of the league year Thumb Area APA will have a Big Dawg/Lil Dawg tournament, one (1) for 8 ball and one (1) for 9 ball on separate days. Usually, it will take place after the World Pool Qualifiers. The Big Dawg event will use a Modified Single Elimination bracket. There will be one (1) winner in 8 ball and one (1) winner in 9 ball. One team in each format (8 ball and 9 ball) will advance to the Great Lakes Invitational.

Teams that earn Big/Lil Dawg award must remain active throughout the league year to maintain eligibility for this event, must also play the corresponding summer session.

High Point Finisher's Tournament

This event is for any team that took 1st place in points in their respective division during the league year and did not advance to the World Qualifiers. This event will take place in July, teams will play in a High Point Finisher's tournament for a chance to advance to the Great Lakes Invitational for either 8 ball or 9 ball. (Teams must remain active or possibly lose eligibility for this event, must also play the corresponding summer session)

Master's and Ladies' Division Playoffs

Master's and Ladie's Division play will follow the standard playoff structure below but without Tri-Annuals. Overall team count will determine playoff structure. Playoff winners will advance to Championship for that format.

Session Playoffs

Session Playoffs will be used to determine which teams qualify for the Tri-Annual Tournament. From Tri-Annual tournaments, winners advance to the World Pool Qualifier to compete for the chance to represent Thumb Area APA at the World Pool Championships in Las Vegas.

Also, second place at the World Pool Qualifier earn spots at the Great Lakes Invitational event for the format played.

The structure of a division's Session Playoffs will depend upon the number of teams in the Division. Playoffs are treated just like a regular league week; full team dues are owed, including DNF and forfeits.

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 and Tri-Annuals.

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.**

Once teams qualify for an event, either Tri-Annuals, Great Lakes International event or World Qualifier tournaments, teams must stay active or may lose eligibility to play in those events.

Number of Teams In the Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p style="text-align: center;"><u>4-5</u></p> <p style="text-align: center;">One Team Qualifies For Tri-Annual</p>	<p style="text-align: center;">1st Place vs Wildcard Winner Advances to Tri-Annual</p> <p style="text-align: center;">In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p> <p style="text-align: center;">Master's & Ladies winner advance to Championship</p>	<p style="text-align: center;">Awards:</p> <p style="text-align: center;">Top Point Finisher will receive the 1st Place Session trophies</p>
<p style="text-align: center;"><u>6-7</u></p> <p style="text-align: center;">Two Teams Qualify For Tri-Annual</p>	<p style="text-align: center;">Division Point Leader advances directly to Tri-Annual</p> <p style="text-align: center;">2nd Place vs Wildcard Winner advances to Tri-Annual</p> <p style="text-align: center;">The Master's & Ladies playoff winner will advance to the Championship. (1st vs. WC, 2nd vs 3rd. Winner of those matches playoff in round 2)</p>	<p style="text-align: center;">Awards:</p> <p style="text-align: center;">Top Point Finisher will receive the 1st Place Session trophies</p>
<p style="text-align: center;"><u>8-11</u></p> <p style="text-align: center;">Three Teams Qualify For Tri-Annual</p>	<p style="text-align: center;">Division Point Leader advances directly to Tri-Annual</p> <p style="text-align: center;">2nd Place vs Wildcard 3rd Place vs 4th Place</p>	<p style="text-align: center;">Awards:</p> <p style="text-align: center;">Top Point Finisher will receive the 1st Place Session trophies</p>

	<p>Both winners advance to Tri-Annual</p> <p>The Master's & Ladies playoff winner will advance to the Championship. (1st vs. WC, 2nd vs 3rd. Winner of those matches playoff in round 2)</p>	
<p><u>12-14</u></p> <p>Four Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place vs Wildcard 3rd Place vs 6th Place 4th Place vs 5th Place All winners advance to Tri-Annuals</p> <p>The Master's & Ladies playoff winner will advance to the Championship. (1st vs. WC, 2nd vs 3rd. Winner of those matches playoff in round 2)</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p><u>15-16</u></p> <p>Five Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place vs Wildcard 3rd Place vs 8th Place 4th Place vs 7th Place 5th Place vs 6th Place All winners advance to Tri-Annuals</p> <p>The Master's & Ladies playoff winner will advance to the Championship. (1st vs. WC, 2nd vs 3rd. Winner of those matches playoff in round 2)</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>

Tri-Annual Tournaments

Tri-Annual tournaments will be single elimination tournaments. The top 8 teams, each session, from each format will advance to the World Qualifier for a chance to advance to World Pool Championships in Las Vegas. There is a cash payout to the top 8 teams of the bracket during the Fall and Spring Tri-Annual event. The Summer Tri-Annual event will advance teams to the Great Lakes Invitational.

World Qualifier

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win travel assistance to Las Vegas and the opportunity to represent Thumb Area APA in the APA World Pool Championships. Teams qualify for the World Qualifier through end of session Tri-Annuals. Teams must remain active in the subsequent session (Summer) to retain eligibility for World Qualifier event(s). Teams not participating in the following Summer session forfeit their eligibility for the WQ.

*Two (2) teams from each format will advance to the World Pool Championships in Las Vegas.

*A maximum of 24 teams will participate in the 8-Ball World Qualifier:

***Summer** - 8 Teams from Tri-Annual

***Fall** - 8 Teams from Tri-Annual

***Spring** - 8 Teams from Tri-Annual

*A maximum of 24 teams will participate in the 9-Ball World Qualifier:

***Summer** - 8 teams from Tri-Annual

***Fall** - 8 Teams from Tri-Annual

***Spring** - 8 Teams from Tri-Annual

Based on a 24 team count there will be two (2) brackets of twelve (12) teams. Two (2) teams will advance to the World Pool Championships in Las Vegas.

**Subject to change based on team count*

- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any Bye slots that occur on the World Qualifier boards.
- Any team that loses in the finals of a Tri-Annual Tournament to a team already qualified from a previous Tri-Annual will also be qualified (unless already qualified from a previous Tri-Annual).
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.

Travel Assistance

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the members of those teams advancing to the following events;

WORLD POOL CHAMPIONSHIP (THIS IS FOR ALL 8 AND 9-BALL TEAMS!): If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board. Each team that wins a spot in the World Pool Qualifier and advances to Las Vegas for the World Pool Championship will receive up to \$5600. \$2000 awarded for winning and \$1200 for each session the winning team played during the league year. Summer, Fall and/or Spring. (WILL BE PRORATED IF YOU DIDN'T PLAY ALL THREE SESSIONS) If a player on a winning team does not attend, their portion will NOT be divided among the remaining players, it will revert back to the players fund for future costs. Travel funds will be paid at least one week prior to the date of your departure to Las Vegas. You must make your own reservations!

GREAT LAKES INVITATIONAL: SECOND PLACE TEAMS FROM WORLD QUALIFIER WILL WIN A SLOT TO THE GREAT LAKES INVITATIONAL. Thumb Area APA will cover the cost of 3 ROOMS AND ALL tournament entry fees for 2nd Place WQ teams, Summer Tri-Annual winners (2) teams, Big Dawg tournament winner and the winner of the High Point Finisher Tournament when advancing to The Great Lakes Invitational.

Note: Once team(s) earn a spot at the Great Lakes Invitational they must remain active for the subsequent sessions to retain their qualification.

DESTINATION DIVISION: All Travel Assistance paid for by Thumb Area APA will include standard airfare, hotel accommodation, and resort fees up to a designated amount if documented in writing. Any additional costs above and beyond those listed will be at the player's discretion/expense and players will not be reimbursed for these items (for example, but not limited to rental cars, shuttles, upgraded airline tickets, upgraded rooms, food, drinks and gambling).

The Destination Division Travel Assistance is a Travel Assistance of UP TO \$10,000 if the Thumb Area APA has a minimum of 8 teams competing in two (2), 16-week sessions. If for some reason the minimum requirements are not met, Thumb Area APA will work with the National Office to come to a legitimate alternative and amount for the Travel Assistance listed above. If a player does not go, they do not receive any of the Travel Assistance and that portion of the assistance will revert back into the Players Fund for future costs. It will not be split amongst the remaining players traveling.

NOTE: Teams that are qualified for any of these events must stay active during the subsequent sessions, including Summer Session to retain their qualification. In addition, teams not in good standing and/or teams who have past dues are not eligible for Playoffs, Tri-Annuals, World Qualifier or any other tournament.