



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 Central Illinois APA Pool League.

Office Hours

League Office hours are Monday-Sunday, 10 AM to 10 PM. If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible. You may also text, email, or post on the Facebook page. If you need to contact Connie, please send a text message or use Facebook Messenger.

Website

Our website address is centralillinois.apaleagues.com.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Central Illinois APA Pool League 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 www.facebook.com/WesternCentralIllinoisAPA where you can view and share pictures of tournaments and get updates about the League.

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 Operator'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 always happening, 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 \$50 per week (\$100 for Double Jeopardy) regardless of the number of matches played. Full Team Fees must be paid for forfeits and playoff matches. The preferred method of payment is cash, Venmo, or PayPal. If using Venmo or PayPal, please submit by team, not individually.

APA NATIONAL PLAYERS MEMBERSHIPS DUES- APA membership dues are paid annually in January and due the first night a player plays **OR** by the 4th week of the session, whichever occurs first.

Team Envelopes

The team envelopes will be delivered to the Host Location for your match. Envelopes are due at the Host Location immediately after the end of play, unless other arrangements have been made.

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
- No abusive comments are written

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.
 - 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.
 - 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 Operator.

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 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.

Incentives

From time to time, we will run incentives and promotions for new teams, new Team Captains, or new Host Locations. These could be in the form of team credits or APA apparel. All incentives will be posted on-line as well as in the team envelopes.

Patches and Pins

Patches and pins 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 and replays 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 Operator will determine if the patch will be awarded.

There are no limits on the number of patches or pins you can earn in a session. However, only one per category will be awarded in a single night. Example: 2 break and runs in your match will only be eligible for one patch or pin.

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

Section 2: Local League Play

Bye Weeks

Some divisions will have an odd number of teams, so one team each week will not have a match. In this instance, the team shall be given the following points for the week

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

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

Forfeits

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

A full team forfeit in 8-Ball will be worth 10 Points

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

A full team forfeit in 9-Ball will be worth 75 Points

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

A team cannot forfeit more than three individual matches within the last 2 weeks of regular weekly play. Teams who do not adhere to this rule will forfeit eligibility into playoffs.

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

Start Time

The normal start time is 7 PM, unless otherwise specified. Play will begin as soon as a minimum of one player from both teams is present within 15 minutes following the normal start time. Once play begins, it must be continuous; otherwise forfeits will be awarded to the team with players present. It is in the best interest of both teams and sportsmanship to allow a window of forgiveness for a team to make it to a scheduled match. The maximum amount of time that should be allowed is 30 minutes following the normal start time. The waiting Team Captain should attempt to contact the tardy Team Captain or Co-Captain to determine their whereabouts. If a team requests a later start time due to issues outside of their control, the waiting Team Captain shall contact their League Operator to discuss their options and the appropriate plan of action to be taken.

Adding/Dropping Players

Any adding or dropping players under conditions not outlined in the Official Team Manual, will be done with the approval of the League Operator.

Free Playing Advice

In 8-Ball anyone on the team, at any time may remind the shooter that:

- a) They are about to shoot the wrong category of balls (Not which number ball to shoot which would be considered illegal coaching and result in a ball-in-hand foul)
- b) They should mark their pocket
- c) The table is open
- d) They must shoot from "Behind the Line"
- e) They have ball-in-hand
- f) They have just pocketed a ball on break
- g) Their opponent has just conceded the game

Defensive Shots

A defensive shot is defined as a shot taken by a player with NO INTENT to pocket a ball. The determination of intent is at the discretion of the score keeper. Defensive shots will only hurt players when they are not marked properly.

Late Joining Teams

In newly formed divisions containing a bye, the League Operator may add teams to the division after the start of the session. Teams added in this manner will be awarded match points equal to the last place teams win points in the standings for both 8-Ball and 9-Ball, unless previous bye matches can be made up. In all cases, every attempt will be made to make up previous byes and the division schedule shall be adjusted to include the new team(s) and adjust the schedule in such a manner as to minimize teams repeatedly playing the same teams

Holidays

Since we are on a national schedule, teams may be required to play on some holidays. The League Operator will do their best to schedule around the Holidays, which may result in some divisions playing fewer weeks than other divisions or not having time off between sessions. Teams will be allowed to schedule depending upon the week of play involved as defined under the Rescheduling Matches section of these local bylaws.

Good Hit-Bad Hit

If a team feels that a shot might be “close”, it is the responsibility of the “non-shooting” team to call for a “referee time-out” prior to the execution of the shot. A neutral party (acting as a designated referee) should be called over to watch the shot.

Time Out

A time out has been called as soon as the players’ coach or any other team member asks the player if they want a time out or suggests to the player a time out. An example would be any other team member saying “Do you want to talk about it?” If a player calls time out, the Team Captain or designated Coach can waive off a time out and it will be disregarded. A player cannot waive off a timeout called by the Team Captain or their coach. See the Official Team Manual for more information regarding coaching.

Individual Forfeits

Teams that are unable to field a 5-player team due to absence of player or because of the “23-Rule” will forfeit the individual matches of the night to their opponent where players are not available. The opposing team must have a player present to sign for the forfeit(s) and they also must stay within the “23-Rule”. The team winning via the forfeit shall list their player who is present first and the losing team shall be listed below with the W/L marked in the W-L area to verify their presence. Fees for forfeited matches are still due and payable even though no actual play occurred. An individual match cannot be postponed or rescheduled without consent of the League Operator. Without that consent, all matches for a team must be played at the same time or BOTH teams shall be subject to loss of points for all matches not played on the week of play involved. Forfeited matches not recorded properly or signed will result in NO BONUS POINTS awarded, even if all other criteria for bonus points have been met.

Preventing Forfeits (Player May Play Twice on One Night)

General Rule 10 in the Official Team Manual states “YOU MAY ONLY PLAY ONCE in a team match.” However, to help prevent forfeits and for matches to be awarded on the table rather than by forfeit, two players shall be allowed to play twice (we will call this a Replay Player) on the same night in the following circumstances:

Teams must notify their opponent of the need to use/ or potential need to use the Replay Rule **prior to the start of the match before the match in which they will use the Replay Rule.** The opponent must allow the replay; they cannot enforce a forfeit match. (i.e. If the match in which the team wishes to use the “replay” is the 5th match they must notify their opponent prior to the start of the 4th individual match.) The start of a match is defined as the rack having been struck by the cue ball.

If the match in which the “replay” is to be used is prior to the 4th or 5th match, then once the “replays” are completed, the remaining matches must be forfeited, even if another player shows up. (i.e. Team A uses the replay for matches 3 & 4. They must then forfeit match 5 to their opponent.) No more than 2 replays can be used in one night.

If the team’s other player shows up prior to the start of the first “replay” match, the “replay” match is cancelled and the player must play.

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

The team that is not using the “Replay Rule” picks which of their opponent’s players will play twice, provided they do not go over the 23-Rule.

A player may not be sent home and/or made unavailable so that a team may request a “replay” from their opponent, or to limit their opponent’s choices for the Replay player. Most teams know in advance what players will be there for league night and/or what players may need to leave early. In the event that one of your players must leave early, and you will need the Replay Rule, the opponent has the option of choosing one of the remaining players, OR, they can still choose the missing player for the replay. (provided they were present for the beginning of the first match) If they choose the player who is no longer present, then the match will be made up at an agreed time with that chosen player playing the match. Attempts to take advantage of the Replay Rule should be reported to the League Office by means of an official protest form.

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 post a player in the replay match posts first.

There is no limit on how many League nights a team can use the Replay Rule during the regular session based on the above criteria. The replay rule may NOT be used the last 2 weeks of any session, and cannot be used in any playoff or tournament.

Teams using the “Replay Rule” are not eligible for a Clean Sweep patch if they win all 5 matches.

Rescheduling Matches

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

- Contact the Team Captain of the team you plan to reschedule with and notify them of your intent to reschedule.
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a National Tournament.
- Rescheduled matches must be played within two weeks of the original scheduled match date. No matches may be rescheduled in the last week of the play.

NOTE: Exceptions with special conditions may be made by the League Operator. Please use the following procedure:

Inclement Weather

Inclement weather is generally, but not limited to, snow or ice conditions. The League Operator will use school closings and state warnings to determine whether reschedules due to inclement weather will be granted. If you feel that weather conditions may interfere with your match, contact your League Operator for additional instructions. 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 a match for two consecutive weeks will be deemed in default and will be dropped from the Division. Additionally, any team that has not paid their League fees for two consecutive weeks is in danger of being dropped from the Division. Teams will be notified and failure to contact the League Operator and settle accounts will result in a team default.

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

Host Location Closings/Changes

In the event a Host Location is temporarily closed or otherwise made unavailable, the home team will choose the location where the match will take place. The home team must obtain the permission of that location's management and must notify the League Operator. Any changes made without approval will result in loss of bonus and possibly match points by the home team. The League Operator must be notified immediately of a permanent closing of a host location by the home team. The League Operator will assist the home team in finding a new host location. A team playing for a Host Location that permanently closes during the last three (3) weeks of a session, as well as playoffs, will become a "Road Team". A "Road Team" will play at their opponent's Host Location even if the "Road Team" is listed as the "Home Team" for that night of play.

Section 3: Sportsmanship and Conduct

Abusive Language

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

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

West Central Illinois APA Pool League will honor any suspensions from a neighboring APA area. If a player is suspended by another APA League Operator in another league area, they will not be allowed to participate in the West Central Illinois APA Pool League.

Sportsmanship

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is big part of playing in the APA. This is a weekly night out for many people and a break from the regular work grind. This is not a money league, and any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time. Please don't spoil it for others!

There is a fine line between cheering for your player and against your opponent. As a rule, cheer for your player's accomplishments and not the opponent's misfortunes. Individuals who are consistently deemed to not be displaying sportsmanship values may be subject to match forfeits, probation, suspension or termination of League and/or APA membership. For example, jumping out of your chair during a match that you are watching to say a hit was bad or the 8-ball was not marked, will be deemed poor sportsmanship, and the player is subject to a suspension. It is fine to cheer for an 8-on-the-Break, but it is considered poor sportsmanship to cheer for the cue ball to scratch as it heads towards a pocket. When you are not playing, please sit, watch and enjoy the match. Let the two players get on with their own match. They will ask for your input if necessary.

Etiquette

Any player not representing the best interest of West Central Illinois APA will be notified of such and may be disciplined if deemed necessary. This is a fun league and a few players will not be allowed to spoil league play for everyone else.

Refusal to Do Business With

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

The vast majority of players have a great time in the League and display true sportsmanship values. We have met some great people that personify the APA spirit, and we want to promote that. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

Section 4: Local League Playoffs and Tournaments

Session Playoffs

At the end of the regular session, some teams will compete in Session Playoffs. The winner of the playoffs qualifies for the World Qualifier. The Playoff Structure is listed below.

The Wild Card is a team drawn at random from all teams not qualified in the division. The purpose of the Wild Card is to prevent teams from ‘giving up’ towards the end of the session as it keeps every team alive until the final week. In order to qualify for the Wild Card, a team must be fully paid up with all their session dues and have no more than five forfeits during the session.

In accordance with Official Team Manual, **Session Playoff site selection** will be made at or prior to the Team Captain meeting at the beginning of the session and will be indicated on the schedule. It is possible a playoff match will be at a neutral location, or it is possible the playoff site might be at the home of either or both of the teams involved.

Note: 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.

The following table displays the playoff structure:

Fall and Spring Sessions 2 weeks of Playoffs

Number Of Teams In The Division (at the end of the session)	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 The WQ</p>	<p style="text-align: center;">1st Place vs Wildcard</p> <p style="text-align: center;">Winner Advances To WQ</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;">Awards:</p> <p style="text-align: center;">Playoff Winner will receive the 1st Place Session trophies</p>
<p style="text-align: center;"><u>6-11</u></p> <p style="text-align: center;">One Team Qualifies For The WQ</p>	<p style="text-align: center;">1st Place vs Wild Card 2nd Place vs 3rd Place</p> <p style="text-align: center;">Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>	<p style="text-align: center;">Awards:</p> <p style="text-align: center;">Playoff Winner will receive the 1st Place Session trophies</p>

<p style="text-align: center;"><u>12-16</u></p> <p style="text-align: center;">Two Teams Qualify For The WQ</p>	<p style="text-align: center;">Division Point Leader advances directly to the WQ</p> <p style="text-align: center;">2nd Place vs Wild Card 3rd Place vs 4th Place</p> <p style="text-align: center;">Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>	<p style="text-align: center;">Awards:</p> <p style="text-align: center;">Playoff Winner will receive the 1st Place Session trophies</p>
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Summer Session Only
One Week Of Playoffs

<p style="text-align: center;">Number Of Teams In The Division (at the end of the session)</p>	<p style="text-align: center;">World Qualifier (WQ) Qualification Playoff Structure</p>	<p style="text-align: center;">Session Award Structure</p>
<p style="text-align: center;"><u>4-5</u></p> <p style="text-align: center;">One Team Qualifies For The WQ</p>	<p style="text-align: center;">1st Place vs Wild Card</p> <p style="text-align: center;">Winner Advances To WQ</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;">Awards:</p> <p style="text-align: center;">Playoff Winner will receive the 1st Place Session trophies</p>
<p style="text-align: center;"><u>6-11</u></p> <p style="text-align: center;">Two Teams Qualify For The WQ</p>	<p style="text-align: center;">1st Place vs Wild Card 2nd Place vs 3rd Place</p> <p style="text-align: center;">Winner of each Playoff match advances to the WQ</p>	<p style="text-align: center;">Awards:</p> <p style="text-align: center;">Playoff Winner will receive the 1st Place Session trophies</p>
<p style="text-align: center;"><u>12-16</u></p> <p style="text-align: center;">Four Teams Qualify For The WQ</p>	<p style="text-align: center;">Division Point Leader advances directly to the WQ</p> <p style="text-align: center;">2nd Place vs Wild Card 3rd Place vs 5th Place 4th Place vs 6th Place</p> <p style="text-align: center;">Winner of each Playoff match advances to the WQ</p>	<p style="text-align: center;">Awards:</p> <p style="text-align: center;">The highest seeded winner of the three (3) Playoff Finals matches will receive the 1st Place Session trophies</p>

Trophies

End of session awards will be given at the annual party within 4 weeks after the WQ. Each member of the first-place team will receive an award. In addition, each traveling team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishment!

World Qualifier

The World Qualifier (WQ) is an annual tournament that takes place at the end of the League year in which the winning team(s) win travel assistance to Las Vegas and the opportunity to represent West Central Illinois APA Pool League in the World Pool Championships. 2nd and 3rd place will receive a cash prize. . In the event that 2 teams are advancing to the World Pool Championships, a cash reward will be awarded to the 2 second place teams.

Travel Assistance for the World Pool Championships

Each team qualifying for the World Pool Championship in Las Vegas, Nevada will receive a Travel Assistance Package which will include an allowance for travel expenses. Lodging accommodations are reserved by the League Operator (4 rooms) and deducted from the travel allowance unless the team chooses to make other arrangements. Air travel arrangements are the sole responsibility of the team members. The value of the travel assistance package will be determined by the League Operator and will be dependent upon the amount of funds within the Players Fund for travel based on the number of teams playing within the format in the local league. If the winning team chooses not to attend the World Pool Championship, there will be no monetary value; the second-place team will be awarded the position to the World Pool Championship in Las Vegas and be awarded the travel assistance.

Travel assistance is not prize money and should not be considered prize money. Travel Assistance is to be split equally among the team members traveling to the Tournament. Proof of travel arrangements may be required by the League Operator before Travel Assistance is distributed. If one or more players choose not to attend the World Pool Championships, those team members are not eligible to receive Travel Assistance.

The value of the cash regards will be determined by the League Operator and will be dependent upon the amount of funds within the Players Fund based on the number of teams playing within the format in the local league.

MVP Program

The MVP Program will be based on a skill level tiered system by session. The breakdown of the tiers are as follows:

8-Ball	9-Ball
Skill Levels 2-3	Skill Levels 1-3
Skill Levels 4-5	Skill Levels 4-5
Skill Levels 6-7	Skill Levels 6-9

Using regular session data (playoffs not included), MVP qualified players will be determined by using their Points Available Percentage (PA). To calculate the PA use the following equation:

Number of Points Earned / Number of Points Available

Example 8-Ball: In every 8-Ball match, a player has 3 point available to win. If a player played 10 matches, they had 30 points available to win. If they won a total of 13 points in those 10 matches then the calculation is:

$$13 / 30 = 0.43 \text{ or } 43\%$$

The player won 43% of the points available "PA" to them during the session.

Example 9-Ball: In every 9-Ball match, a player has 20 points available to win. If a player played 10 matches, they had 200 points available to win. If they won a total of 162 points in those 10 matches then the calculation is:

$$162 / 200 = 0.81 \text{ or } 81\%$$

The player won 81% of the points available "PA" to them during the session.

Ties will be broken in the following order using regular session play data (Tri-Cup Tournament matches not included).

Total number of matches played, if still tied, a comparison will be done by win percentage. If the tie is still not broken, a comparison will be done by performance points, and lastly, if still tied, a comparison will be done of life-time win percentage.

An MVP (Male & Female) from each tier per session will receive a plaque for their accomplishments.

Each player will need 6 matches played per team to be a participant in the MVP Program.