



## LOCAL BYLAWS

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# LOCAL BYLAWS

## Introduction

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

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

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

You must be 18 years of age or older to compete in St. Louis APA.

## Section 1: Getting Started

### Office Hours

League Office hours are Monday through Friday from 12 PM to 8 PM. If no one is available to take your call, please leave a message including your phone number and your call will be returned as soon as possible.

**Phone:** 636.755.5900

**Email:** [dnew@poolplayers.com](mailto:dnew@poolplayers.com)

**Scoresheets:** [stlss@poolplayers.com](mailto:stlss@poolplayers.com)

### Team Captain Responsibilities

The Team Captain is the administrator for the team. The Team Captain must have a phone and email address to allow for quick and effective communication with the League Office. The Team Captain's responsibilities and duties include:

1. Collecting weekly fees and APA membership dues from the team.
2. Submitting payments, forms and other information to the League Office in a timely manner. All Teams are encouraged to pay through the APA Pool League app, and Electronic Divisions must pay through the app.
3. Distributing information from the League Office to all members of the team. This would include rule amendments, tournament announcements, and any other League business.
4. Taking responsibility for the conduct and good sportsmanship of all team members during League play. This includes addressing an individual team member's slow speed of play when appropriate.
5. Making sure that proper and accurate scorekeeping procedures are followed.
6. Having team players at the scheduled match site on time.
7. Returning team envelopes to the drop off location on time.
8. Electronic Divisions – Submit using the app. Teams that use a printed scoresheet must submit a high quality photo or PDF to [stlss@poolplayers.com](mailto:stlss@poolplayers.com) at the end of League play. 9-Ball will require both sides of the scoresheet to be included.

### Division Representatives

Division Representatives (Division Reps) are appointed by the League Operator or voted on by the Team Captains. See the APA Official Team Manual for more details about the Division Representative and its responsibilities.

## Website

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

This website allows you to get the latest up to date news on playoffs, tournaments and any other St. Louis APA events.

You are also encouraged to create a Member Services account and bookmark <https://league.poolplayers.com/stl> where you can find individual stats, schedules, rosters and other news about the St. Louis APA.

In addition, we have a Facebook page at [www.facebook.com/STLAPA](http://www.facebook.com/STLAPA) where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

**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 always made first online and through our email mailing list – don't miss out on valuable information! The website and email are the Local League Office's most efficient communication tools, helping to ensure that you get the most out of your experience and keeping you up to speed on what is happening at all times, be it upcoming playoff match locations, wild card picks, tournaments or any other information pertinent to the League.

## Team Fees

Team Fees are \$35 per week (\$70 for Double Jeopardy) regardless of the number of matches played, including forfeits and playoffs. If you are paying by check, please make your check payable to APA.

There will be a \$25 charge for any returned checks, plus loss of bonus points.

## Team Envelopes

The team envelopes will be delivered to the Host Location that you are playing at. Matches should be scored and turned in with the team envelope to the same location you are playing at. Envelopes are due immediately after the end of play.

Electronic Divisions have a few options to score matches. They can:

- a. use the Scorekeeper App.
- b. print and bring their scoresheets.
- c. use one available in the Division envelope.

Teams who use a printed scoresheet must email a quality photo or PDF to [stlss@poolplayers.com](mailto:stlss@poolplayers.com). 9-Ball will require pictures of both sides of the scoresheet to be included in the email. Teams should email the scoresheet immediately after the end of play that night.

Bonus points will only be awarded if **all** of the following occur for teams that use printed scoresheets:

- 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 Bonus Points**

*1 point will be awarded for the entire weekly fee being included in the payment envelope or paid electronically and the team is current for all fees.*

*1 point will be awarded for accurate and complete scoresheets.*

- **9-Ball - 12 Bonus Points**

*6 points will be awarded for the entire weekly fee being included in the payment envelope or paid electronically and the team is current for all fees.*

*6 points will be awarded for accurate and complete scoresheets.*

Electronic Divisions will receive the bonus points noted above if the match is submitted in a timely manner through the Scorekeeper app, no abusive comments are written, and all fees are up to date.

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

## **Past Due Procedure**

**First Week Past Due:** Scoresheet will be stamped Past Due – Captain will be invoiced.

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

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

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

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

## **Abusive Language**

No abusive language directed at the League or the League Operator will be tolerated.

All concerns should be written and submitted 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.

## **Patches**

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for your accomplishment, you must fill out the Patch Request form that accompanies the team envelope. Patches will be awarded each time the player meets the criteria for earning a patch as long as the Patch Request form is completed.

Patches available:

- 8-on-the-Break: You make the 8-ball on the break.
- 8-Break-and-Run: You make at least one ball on the break and then run the rack.
- 9-on-the-Snap: You make the 9-ball on the break.
- 9-Break-and-Run: You make at least one ball on the break and then run the rack for ten points.
- Rackless: 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.
- Shutout: 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. No tournaments are applied.
- 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 League Office will determine if the patch will be awarded.

Please complete the Patch Request form and mark on your scoresheet in the appropriate section so your award does not go unrecognized.

Patches earned will be delivered in the team envelope.

## **Incentives**

From time to time, we will run incentives and promotions for new teams, new captains, or new Host Locations. These could be free play opportunities, APA apparel, or a variety of other forms.

All incentives will be posted online as well as in the team envelopes.

## **Section 2: League Play**

### **Bye Weeks**

In divisions with an odd number of teams, the team playing the "Bye" will be awarded the following points that week:

- 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.

### **Forfeits**

See the APA Official Team Manual for more information about individual and full team forfeits.

- 8-Ball – Individual forfeits are 2 points and a full team forfeit is 8 Points + 2 Bonus Points
- 9-Ball – Individual forfeits are 15 points and a full team forfeit is 60 Points + 12 Bonus Points

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

## Preventing Forfeits

### **(Player May Play Twice on One Night)**

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, the St. Louis APA has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows one player shall be allowed to play twice (we will call this a Replay Player) on the same night in the following circumstances:

A team that has enough players present is not allowed to use the Replay Rule.

A player may not be sent home and/or made unavailable so that a team may request a "Replay" from their opponent. Attempts to take advantage of the Replay Rule should be reported to the League Office.

Teams must notify their opponent of their (potential) need to use the Replay Rule **prior to the start of the second-to-last individual match**. The opposing team must allow the replay, and cannot enforce a forfeit match.

The opposing team gets to pick who will play twice, as long as it does not force the shorthanded team to break the Team Skill Level Limit Rule. All players who have already played that night are eligible for the Replay match.

The Replay must be played in the last match of the night. If a Replay is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams. Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player and the teams should follow the same rotation for which team puts up their player first.

Once a Replay is used, the remaining matches must be forfeited. If the team's player shows up before the start of the Replay match, the Replay match is cancelled and the late player must play.

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. This rule will **not be allowed in the last 4 weeks of regular weekly League play of the session, Playoffs, Tri-Cup Tournaments or the World Qualifier**.

## Rescheduling Matches

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

- Contact the captain of the team you plan to reschedule with and notify them of your intent to reschedule.
- If requested to do so, captains must reschedule matches if the team has other pre-qualified League obligations such as an APA Championship Tournament.
- Rescheduled matches must be played within two weeks of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session. Exceptions with special conditions may be made by the League Office.
- Teams must pay for all matches by scheduled match date or they will lose bonus points.

## Inclement Weather

Inclement weather is generally, but not limited to, snow or ice conditions. The League Office will use school closings and state warnings to determine whether reschedules due to inclement weather will be granted. If you feel that weather conditions may interfere with your match, contact the League Office for additional instructions.

## 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 Office 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 Office has the right to assign different portions of the outstanding fees to individual players as deemed necessary. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for the week if they play and do not clear their past due.

## MVP Program

The MVP Program will be based on a skill level tiered system. Division stats are available on Member Services and 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 are determined using their Points Available Percentage (PA). Calculations on how this is figured can be found on the website [stlapa.com](http://stlapa.com)

An MVP from each tier will receive a patch per division per tier if they like. Use Patch Request form to receive the patch. An MVP will be named for the entire League per tier per session, and will receive a plaque for their accomplishments.

Each player needs **8 matches** played, per team, in the current session to be a participant in the MVP Program.

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

### 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.

## **Banned Players**

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

## **Suspended Players**

St. Louis APA will honor any suspensions from a neighboring APA area.

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

**Session Playoffs:** Playoff structure for Standard Format 8-Ball and 9-Ball Teams.

<b>Number of Teams in Division (at Week 6)</b>	<b>Playoff Structure</b>
<b><u>4-5</u></b> *1 Team qualifies into Tri-Cup	<b>Playoffs:</b> 1st Place vs. Wild Card Winner advances to Tri-Cup
<b><u>6-7</u></b> *2 Teams qualify into Tri-Cup	<b>Playoffs:</b> 1st Place vs. Wild Card 2 <sup>nd</sup> Place vs. 3 <sup>rd</sup> Place Winners advance to Tri-Cup
<b><u>8-11</u></b> *3 Teams qualify into Tri-Cup 1 <sup>st</sup> Place team from the session will earn automatic qualification into the Tri-Cup	<b>Playoffs:</b> 2 <sup>nd</sup> Place vs. Wild Card 3 <sup>rd</sup> Place vs. 4 <sup>th</sup> Place Winners advance to Tri-Cup tournament along with 1 <sup>st</sup> Place
<b><u>12-16</u></b> *4 Teams qualify into Tri-Cup Tournament 1 <sup>st</sup> Place and 2 <sup>nd</sup> Place teams from the session will earn automatic qualification to the Tri-Cup	<b>Playoffs:</b> 3 <sup>rd</sup> Place vs. Wild Card 4 <sup>th</sup> Place vs. 5 <sup>th</sup> Place Winners advance to Tri-Cup along with 1 <sup>st</sup> and 2 <sup>nd</sup> Place

*\*subject to change based on team count*

**NOTE:** 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.

**The 1<sup>st</sup> round of Playoffs will be scheduled on corresponding League nights.**

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



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.

**Player Eligibility:** Players must have played at least 6 times with the team during the session to be eligible to play in the Playoffs. Two (2) exceptions have been established to the 6 Play Rule and will default to the National requirement as outlined in the rule book (4 plays).

1. Divisions with 12 or under weeks of actual League play scheduled.
2. Any person achieving and maintaining our highest rated skill level in 8-Ball (7) or 9-Ball (9). The said Player must have played at least 1 complete session at the highest skill level and maintained it to be eligible.

## **Trophies**

End of session awards will be given to all teams that finish first place in points in their division. Each member of the team will receive an award. In addition, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishments!

## **Tri-Cup Tournament**

A Tri-Cup Tournament will be held for each session of the League year. For each session, the teams that finish with the most points in each division (8 or more teams), along with playoff winners will advance. The Tri-Cup Tournament will be a single elimination tournament. The Tri-Cup Tournament will be used to distribute the cash prize fund from the corresponding session. Amounts will be determined by team count each session and will be announced prior to the start of the tournament.

**Player Eligibility:** Players must have played at least 6 times with the team during the session to be eligible to play in the Tri-Cup unless they have met 1 of the 2 exceptions as outlined above in the Session Playoffs section of these Bylaws.

**Team Eligibility:** All teams must be active with at least 4 original members in the session that the event is held to be eligible to participate in Tri-Cups and World Qualifier.

## **World Qualifier**

The **World Qualifier** 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 St. Louis APA in the World Pool Championships.

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

\***Summer** - 6 Teams from Tri-Cup

\***Fall** - 7 Teams from Tri-Cup

\***Spring** - 8 Teams from Tri-Cup

\*A maximum of 16 teams will participate in the 9-Ball **World Qualifier**:

\***Summer** - 5 teams from Tri-Cup

\***Fall** - 6 Teams from Tri-Cup

\***Spring** - 7 Teams from Tri-cup

*\*subject to change based on team count*

- Teams that Re-Qualify for a **World Qualifier** slot will be the first teams eligible to receive a bye. A random draw will be used to determine Teams placement on the **World Qualifier** board.
- Any team that loses in the finals of a Tri-Cup Tournament to a team already qualified from a previous Tri-Cup will also be qualified (unless already qualified from a previous Tri-Cup).
- Teams that qualify for the **World Qualifier** must remain active in the St. Louis APA to retain their qualified status.
- All qualified teams must finish in the top half of their division in all subsequent sessions prior to the **World Qualifier** or risk the loss of their qualified status.
- The Travel Assistance Fund will be used for those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the travel assistance will be given to the team they last eliminated on their **World Qualifier** board.
- Player Eligibility: Players must have played at least 6 times with the team during the Spring session to be eligible to play in the World Qualifier or have met one of the two exceptions to the 6 Play Rule as outlined above in the Playoff section of these Bylaws. Players being added to a Spring session roster must meet the requirements as outlined in the Official Team Manual. Ten (10) lifetime scores are required to participate in the **World Qualifier** which can include Playoffs and Tri-Cups from the Spring Session.

### **Team Eligibility**

All teams must be active with at least 4 original members in the session that the event is held to be eligible to participate in Tri-Cups and **World Qualifiers**.

### **Player Appreciation Tournament**

A Player Appreciation Tournament will be held during our Player Appreciation Day conducted during each session of the League year. Total prize fund each session will be determined by team count each session and will be announced prior to the start of the tournament. All players must be on a roster in the current session to participate in this event. Details are available at [stlapa.com](http://stlapa.com) under Tournament Information.

### **Captain Tournament**

A Captain Tournament will be held for each session of the League year. The tournament is to show appreciation for all the time and effort each captain contributes.

All players must be on a roster in the current session to participate in this event. Details are available at [stlapa.com](http://stlapa.com) under Tournament Information.

### **Tournament Misc.**

Online registration (if available) is required to participate. No onsite registration will be taken. If you register online, you are committing to the entry fee of the tournament. If you are unable to participate the day of the tournament, you will be held responsible for the entry fee.

You must be current with all fees to participate in any tournament event. Dollar signs (\$\$) will be placed next to your name on your scoresheet and you will not be allowed to play a match until the past due money is current. If a team plays a player owing money all points earned by the player will be forfeited.

## Section 5: Ladies, Masters & Doubles Formats

### Ladies League

The Ladies League will play an alternate schedule. The schedule will consist of once a month play. Two full team matches will be played on the designated day of the month and the session will run for 12 consecutive months. The team fee will be \$30 per team match (\$60 per team each month).

Bonus Points: 1 Bonus Point will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 4 Points + 1 Bonus Point

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

Full Team Forfeit Points: 4 Points + 1 Bonus Point

### **One Division Playoff Structure**

**Playoff Structure: The 1<sup>st</sup> Place Team in points at the end of the annual alternate schedule will advance straight to the Championship.**

Number of Teams in Division	Playoff Structure
<p><b><u>4-5</u></b></p> <p>2 Teams qualify into Championship – 1<sup>st</sup> Place team from the session and winner of Playoffs</p>	<p><b>Playoffs:</b></p> <p>2<sup>nd</sup> Place vs. Wild Card</p> <p>Winner advances to Championship (to play 1<sup>st</sup> Place team)</p>
<p><b><u>6 &amp; Over</u></b></p> <p>2 Teams qualify into Championship – 1<sup>st</sup> Place team from the session and winner of Playoffs</p>	<p><b>Playoffs:</b></p> <p>2<sup>nd</sup> Place vs. Wild Card 3<sup>rd</sup> Place vs. 4<sup>th</sup> Place</p> <p>Winners advance to Finals</p> <p>Winner of Finals advances to Championship (to play 1<sup>st</sup> Place team)</p>

Each member of the team winning the Championship Round will receive an award. The team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishments!

The Championship Team will earn the travel assistance to compete at the APA Ladies 8-Ball Championship in Las Vegas, or in MiniMania. St. Louis APA must have a minimum of 10 teams playing for a guaranteed slot in the APA Ladies 8-Ball Championship in Las Vegas. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list for a slot that would help fill the tournament field. If we are not granted a slot, travel assistance will still be available for the Ladies team to travel to Las Vegas to participate in MiniMania.

## Masters Divisions

Bonus Points: 1 Bonus Point will be available for teams that are current on all fees and have accurate scoresheets. Teams will be awarded a Bonus Point for bye weeks if they are current on all fees.

### Playoff Structure for Masters League

Number of Teams in Division (at Week 6)	Playoff Structure
<b>4-5</b> *1 Team qualifies into Cities	<b>Playoffs:</b> 1st Place vs. Wild Card Winner advances to Cities
<b>6-7</b> *2 Teams qualify into Cities	<b>Playoffs:</b> 1st Place vs. Wild Card 2 <sup>nd</sup> Place vs. 3 <sup>rd</sup> Place Winners advance to Cities
<b>8-11</b> *3 Teams qualify into Cities 1 <sup>st</sup> Place team from the session will earn automatic qualification into the Cities	<b>Playoffs:</b> 2 <sup>nd</sup> Place vs. Wild Card 3 <sup>rd</sup> Place vs. 4 <sup>th</sup> Place Winners advance to Cities
<b>12-16</b> *4 Teams qualify into Cities Tournament 1 <sup>st</sup> Place and 2 <sup>nd</sup> Place teams from the session will earn automatic qualification to the Cities	<b>Playoffs:</b> 3 <sup>rd</sup> Place vs. Wild Card 4 <sup>th</sup> Place vs. 5 <sup>th</sup> Place Winners advance to Cities along with 1 <sup>st</sup> and 2 <sup>nd</sup> Place

St. Louis APA must have a minimum of 10 teams playing for a guaranteed slot to the Masters Showdown Series in Las Vegas,. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list until it is determined how far down in team count slots will be awarded to fill the field. If by chance we are not granted a Masters slot, travel assistance will still be available for the Masters team to travel to Las Vegas to participate in MiniMania.

Travel assistance will be determined based on the number of Masters teams advancing to Las Vegas. If there are additional slots available, we will also request a second slot.

## Doubles Divisions

When forming a team, the roster must consist of two “Core Players” with a combined skill level of 10\* or less. The core players should be listed First and Second on the roster. The Core Team are the ones eligible to compete in Playoffs, World Qualifier and the Doubles Showdown Series tournaments in Las Vegas.

\*The Core Team must play their first match of the session with a Combined Skill Level of 10 or less.

Alternates are only able to participate in a match that are a combined skill level 10 or less. If skill level movement makes it impossible for the alternate to play with either Core Team player they will be removed from the roster. Alternates are not eligible to replace a core player without approval from the League.

Byes - 8 points are awarded to a team receiving a bye.

Team Forfeits - 8 points are awarded to a team receiving a forfeit.

Player Eligibility: Each player on the “Core Team” during the Session must compete in at least half of all matches in both the Singles and Doubles format to be eligible for the playoffs or World Qualifier.

Team Eligibility: Teams that qualify for the World Qualifier must remain active in the St. Louis APA to retain their qualified status. Core Team must meet player eligibility requirements every session to remain qualified.

## Playoff Structure for Doubles League

Number of Teams in Division (at Week 6)	Playoff Structure
<b><u>4-5</u></b> *1 Team qualifies into Cities	<b>Playoffs:</b> 1st Place vs. Wild Card Winner advances to Cities
<b><u>6-7</u></b> *2 Teams qualify into Cities	<b>Playoffs:</b> 1st Place vs. Wild Card 2 <sup>nd</sup> Place vs. 3 <sup>rd</sup> Place Winners advance to Cities
<b><u>8-11</u></b> *3 Teams qualify into Cities 1 <sup>st</sup> Place team from the session will earn automatic qualification into the Cities	<b>Playoffs:</b> 2 <sup>nd</sup> Place vs. Wild Card 3 <sup>rd</sup> Place vs. 4 <sup>th</sup> Place Winners advance to Cities
<b><u>12-16</u></b> *4 Teams qualify into Cities Tournament 1 <sup>st</sup> Place and 2 <sup>nd</sup> Place teams from the session will earn automatic qualification to the Cities	<b>Playoffs:</b> 3 <sup>rd</sup> Place vs. Wild Card 4 <sup>th</sup> Place vs. 5 <sup>th</sup> Place Winners advance to Cities along with 1 <sup>st</sup> and 2 <sup>nd</sup> Place

*\*subject to change based on team count*

St. Louis APA must have a minimum of 10 teams playing for a guaranteed slot to the Doubles Showdown Series in Las Vegas,. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list until it is determined how far down in team count slots will be awarded to fill the field. If by chance we are not granted a Doubles Showdown Series slot, travel assistance will still be available for the Doubles teams to travel to Las Vegas to participate in MiniMania.

## Feedback

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

**Good Luck and Good Shooting!**

