



LOCAL BYLAWS

Whitney Russell, League Operator

Office/Cell: 417-860-6099

Email: wrussell@apaleagues.com

Website: swmo.apaleagues.com

Facebook: Southwest Missouri APA

Introduction

We would like to welcome you and your team to the American Poolplayers Association! The area of operation, currently being served by the Southwest Missouri APA, are the counties of Christian, Greene, and Taney. Any and all APA activity in these areas will be directed from our Local League Office.

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 Southwest Missouri APA pool league. If the Host Location does not allow anyone under the age of 21 in their establishment after certain hours, the Host Location reserves the right to ask the player to leave.

Office Hours

Local League Office hours are Monday through Friday, 10 AM to 10 PM. Calls during weekly play should come from the Division Rep. or Team Captain if possible. Please have your Official Team Manual and Local Bylaws with you for reference. You may also send me an email and I will answer you at the earliest convenience. If there are special circumstances during League play that needs immediate attention (physical altercations, excessive unsportsmanlike conduct etc.), please call immediately regardless of the hour to report the incident. 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 email: wrussell@apaleagues.com.

Website

Our website address is <https://swmo.apaleagues.com>. This website allows you to get the latest up to date information on Playoffs, tournaments, or any other Southwest Missouri APA events. If you are a Facebook user, please join the Southwest Missouri APA private group. This group allows you to get the latest announcements from the league operator as well as a way to communicate with other members of Southwest Missouri APA.

Member Services Account

Please download the APA Pool League app on your phone to access your free Member Services Account. You will access your Member Services Account by using the email that you provided when registering for your membership with the league office. You will set up your password by clicking "forgot password" and then following the directions on the email received. The Member Services Account allows you to view your schedules, see your team roster, view standings, and individual records for your division. You will also be able to view your lifetime APA stats which include win percentage, tournament history, and special stats including Rackless matches, On the Breaks, Break and Runs, Shut Outs, and Mini Slams. If you have issues setting up your account or if you no longer have access to your email, please contact the league operator for assistance.

Even if you don't sign up for your Member Services Account, please make sure we have your email address on file.

Annual Membership Fees

Player annual membership fee is \$30. Fees are due by January 1st if you are a renewing member. Any member not paid by 4th week of play will be dropped from the team roster. All new members must pay their membership on the 1st night of play. Any member who joins and pays their membership after August 15th will only be subject to the \$30 membership fee but will be able to renew on January 1st at \$15 for the year if paid by March 1st. If a member joins in December, of the current year, they will pay the full \$30 fee that covers them for the entire upcoming year.

Weekly Team Fees

Weekly Team Fees are due in full each scheduled week regardless of the number of matches played. For example, if you have a forfeited match, it is the responsibility of the team to pay the full Weekly Team Fee. Loss of bonus points will result if your team does not have the entire fee for that scheduled match. The Weekly Team Fee is due for Playoff week. If you are paying by check, please make check payable to Southwest Missouri APA. Any returned checks will be charged a \$30 fee and a loss of bonus points.

Weekly Team Fees are as followed:

Double Jeopardy - \$90 (\$45 for 8 Ball and \$45 for 9 Ball)

8 Ball Open - \$45

9 Ball Open - \$45

Destination Division - \$65 (\$45 team fee + \$20 to destination fund)

Masters - \$30

Ladies - \$30

Points may be held back from a team until all money is current. Any player or team, even if qualified, owing monies will not advance to Playoffs or any tournament held by the APA, including the World Qualifier.

Past Due Procedures

First week past due, captain and co-captain will be notified of any discrepancies. Second week past due, the entire team will be notified, and FINAL NOTICE will be given. If a team becomes past due by the third week, the entire 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 fees for the remainder of the session, and will not be permitted to rejoin until their portion is paid.

Failure to Complete a Session: If a team prematurely drops from the League after a session has begun, each member of that team may be held accountable for any lost revenue for each remaining week left in the session. For example: If a team drops week 10, you're responsible for weekly dues for week 11-16.

Team or Roster Changes

New players may be added to a roster as long as there are 4 weeks left in the current session. Keeping in mind, during Spring session, World Qualified teams cannot change their rosters after week 4, otherwise they will lose their qualification. For the scorekeeper app, you may add someone to your roster if they are a current APA member up to week 4. After week 4, you will have to contact the league office to have that player added. If you have a brand-new APA member, you will have to contact the league office to get that player added to your roster at any given time during the session.

New teams may be added in a current session up to week 7. After week 7, it is at the league operator's discretion to add additional teams. If a team is added to fill a bye, they will be added at last place points minus 1 for 8 ball and minus 10 for 9 ball. If the team is added and not filling a bye, schedules are subject to change.

Note: Any new players are required to have 4 matches to play in Playoffs, Tri-Annals and World Qualifiers. They must also have 10 lifetime matches to play in the World Qualifier.

Scorekeeper App

The Scorekeeper App is the future of scorekeeping for the APA and the expectation is that teams make every effort to utilize this app every league night. The APA scorekeeper app can be downloaded from your phone's app store and most tablet devices. If you use the scorekeeper app, please utilize provided envelopes or team packets to turn in team fees. Also, we have Venmo available at @swmoapa. The rank of a player that is showing in the Scorekeeper App will be the rank at which the player plays on that given night. If you have a make up match, you will use the current skill level at which the player is showing in the scorekeeper app.

Team Envelopes

Team envelopes with scoresheets can be picked up at the Host Location that your team is scheduled to play at each week. After your match, even if you use the scorekeeper app, each team is responsible for returning their packets to a designated locked drop box. Scoresheets and fees must be dropped off no later than 12:00 p.m. on the Friday following your match.

No bonus point(s) will be awarded if team envelopes are not at the drop-off location by the deadline.

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 (This includes submitted scorekeeper app scoresheets)
- All fees are up to date
- No abusive comments are written on the scoresheet. Constructive recommendations are highly encouraged.

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: 10 Possible Bonus Points**
 - 5 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees owed.
 - 5 points will be awarded for accurate and complete scoresheets.

Bonus points are awarded at the sole discretion of the Local League Office.

Bye weeks **will not** be subject to bonus points. Teams do not need to submit paperwork or fees for a bye week.

Filling a Bye

If a Bye is filled in a division, make-up matches will be required if the bye is filled prior to the start of week 3 of each division. APA will release scoresheets for any matches that need to be made up due to filling the Bye. Please notify the local league office when you have scheduled your make-up match so that updated scoresheets can be available. Players are required to play make up matches at their

current skill level on the day that the makeup match occurs. Make up matches also utilize the team's current rosters.

Teams that fill a bye after the start of week 3 of play for each division will not be required to play makeup matches. The team that fills the bye will receive 1 point less than the last place team in 8 ball and 10 less points in 9 ball.

Teams that previously received bye points in the weeks leading up to the bye being filled will keep their bye points, unless prior to week 3. Make up matches should be scheduled and bye points will be replaced with match scores. All future matches that were previously scheduled as byes will need to be played as scheduled against the team who fills the bye and those teams will not be awarded any bye points.

Patches

Patches are available for the following accomplishments:

- 1st Win: New members who receive their first win in any format.
- 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 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. 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.
- For 8 Ball: Beat a 6 or Beat a 7 patch. Must have 3 skill levels between to be eligible.
- For 9 Ball: Beat a 7, Beat an 8, or Beat a 9 patch. Must have 3 skill levels between to be eligible.

Mark the patch earned on the scoresheet to ensure it gets awarded to you. Patches are awarded the week after they are earned and will be included in your team envelope.

Section 2: Local League Play

Inclement Weather

The Local League Office will use school closings and state warnings to determine whether matches will be cancelled and rescheduled due to inclement weather. If you feel that weather conditions make it unsafe for you or your team to get to your scheduled match, please contact the local league operator and opponent to reschedule the match.

Rescheduling Matches

On occasion, a match may need to be pre-played or rescheduled due to various reasons that may include inclement weather, conflicts with other pre-qualified League obligations, or other personal 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, **you must notify the Local League Office.**

Please use the following procedure:

1. Contact Local League Office to inform of intent to reschedule.
2. Contact the Team Captain of the opposing team 2 hours prior to start time and notify them of your intent to reschedule.
3. Plan a rescheduled date and host location for play. Contact league operator to ensure availability.
4. All rescheduled matches must be made up within 2 weeks of the original match, unless pre-approved by the Local League Office.

Note: For rescheduling make up matches due to a division filling in a bye, please call the local league office to inform of the date scheduled to play so that scoresheets may be available for you to use.

Forfeits

Forfeits will not be allowed during the first four weeks of a session. If a team fails to show up for a match during the first four weeks, the local League Office will attempt to schedule a make-up match. If no make-up match can be re-scheduled, forfeit points will be awarded. Forfeit points are sixty points (60) in 9-Ball and eight (8) points in 8-Ball. Forfeits during the last three weeks of any session will be worth forty-five points (45) in 9-Ball. Individual forfeits are 15 points in 9-Ball and 2 points in 8-Ball during regular session and 20 points and 3 points in Playoffs.

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

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.

A Player May Play Twice

If a team is short a player on a designated League night, a Double Play rule will allow a team that is short a player to play a player twice in the same match. You must notify the opposing team either before or during the first match of play if you intend to use the Double Play rule. Failure to do so will be a forfeiture of the bonus points.

The following criteria must be followed when using the Double Play rule:

1. A team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the Double Play rule to avoid Team Skill Level Violations must have a player on the roster that has not played that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 as the double play. There must be another SL 3 or SL 2 (SL 1 9-Ball) on the roster in order to Double Play because the team has to be able to make 23 without the Double Play rule. In this example, the team would exceed the 23-Rule.
2. Full team fees are still due if the Double Play rule is used in a team match (A suggestion of fees for the Double Play match might be to split the fee between the players that played in the team match).
3. Teams are allowed to use ONE Double Play per League night.
4. The Double Play must be used during the last individual match (i.e. 5th match). The Double Play 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 Double Play is used, the remaining matches must be forfeited, even if another player shows up. The opposing team will choose the double play player from the team requesting the double play, unless both teams are using the double play rule.
5. Double Plays can only be used during weekly league play. They will NOT be allowed during Playoffs or during any Higher-Level Tournament play. (i.e. Tri-Annals or World Qualifier)
6. Both teams may utilize the Double Play rule on the same night, if necessary. In this situation, both teams will put up their own player and the team scheduled to put up a player in the 5th match will put up first. The 23-Rule remains in play for both teams.
7. A team that has enough players present is not allowed to use the Double Play rule; they have to play a player that has not yet played in the match. The only exception to this rule is in the event that the team cannot comply with the Team Skill Level Limit rule (23-Rule) with the 5 players present to play. The team may then request a Double Play from their opponent.
8. A player may not be sent home and/or made unavailable so that a team may request a Double Play from their opponent. Attempts to take advantage of the Double Play rule should be reported to the Division Representative, the League Operator, and to the APA by means of an official protest form.
9. MVP points will only count for the first match a player plays in one night.

Continuous Match Play- Double Jeopardy

If you are playing Double Jeopardy, play must still be continuous and you cannot use a player that is already playing another format on a different table.

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.

Etiquette

Your team, the team scheduled to compete against you, the Host Locations, and the entire League depends on you meeting your commitment to show up prepared to shoot each week. When a team member consistently misses matches, especially without notification, it burdens everyone. Teams may eliminate and replace any member, including their Team Captain should he/she fall into this category. Please refrain from trying to disrupt the player at the table. Shooting Team players should go to the table immediately when it is their turn, otherwise, the opponent may think the shooter is being coached. Sitting team players should be away from the table during the opponent's turn. Disrupting your opponent includes, but is not limited to, standing in the player's view during a shot, walking up to the table while your opponent is shooting to pick up the chalk or remove your pocket marker, loud disturbances – verbal or otherwise, or any other behavior which could distract your opponent or be considered "sharking". Everyone deserves the same respect.

Any member not representing the best interest of the APA will be notified and may be disciplined if deemed necessary. This is a fun League and a few members will not be allowed to spoil League play for everyone else.

Calling Defense Shots (safeties) is good sportsmanship. The team Defense Shots on the scoresheets, do not have to match. Some Defense Shots are personal judgment but the key word is INTENT. If the player did not have the INTENT to continue their turn at the table, then it is defense.

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. Any player banned by the Host Location, NOT the League Operator of Southwest Missouri APA, can request to have their banishment reevaluated with the Host Location and the League Operator if the following requirements have been met:

1. Clearly demonstrated good conduct* after the incident(s) which led to the suspension. -Good conduct has been demonstrated at other host locations that other players can anonymously attest to.
2. The Host Location agrees to allow the member back into their establishment for League play.

Suspended Players

Southwest Missouri APA will honor any suspensions from all APA areas. If a player is eligible by the APA National Office and desires to play in the Southwest Missouri APA area, they must provide written satisfaction of good sportsmanship from the other APA League Operator they previously played under.

Section 4: Local League Playoffs and Tournaments

Session Playoffs

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

The team highest in points in a 6 or more-team division prior to the division Playoffs will automatically qualify for the Tri-Annual. Tie breaking procedures listed in the Official Team Manual will decide who advances to Playoffs as second place.

The Playoff Structure is outlined below:

Number of Teams in The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
4-5 One Team Qualifies for Tri-Annual	1st Place vs Wildcard Winner Advances to Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1st Place Session trophies
6-7 Two Teams Qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place vs Wildcard Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies
8-11 Three Teams Qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place vs Wildcard 3rd Place vs 4th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies
12-14 Four Teams Qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place vs Wildcard 3rd Place vs 6th Place 4th Place vs 5th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies
15-16 Five Teams Qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place vs Wildcard 3rd Place vs 8th Place 4th Place vs 7th Place 5th Place vs 6th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies

Any team choosing NOT to participate in Playoffs may do so. The next team in line, except for a 4-team division, will be put into the Playoffs and match-ups may be changed to accommodate this.

There is only 1 week of Playoffs. The Playoff week will be the week separating each of the sessions. Winners of Playoff matches advance to the Tri-Annual. Winners of the Tri-Annual advance to the World Qualifier.

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

Player Eligibility

Players must have played at least 4 times with the team during the session to be eligible to play in the Session Playoffs, Tri-Annuals and World Qualifiers.

Player Awards

First-place point teams will receive individual trophies or plaques. Tri-Annual winners will receive individual trophies or plaques and will be awarded prize money at the Tri-Annual Tournaments. MVPs in each tier for each Division will be awarded trophies or plaques. End of session awards will be given at session end player appreciation day. In addition, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishment!

Tri-Annuals

At the end of every session, we will hold Tri-Annual Tournaments. These are higher level play and all requirements are the same as the World Qualifier. This will be a one-day, Single Elimination tournament, with a prize fund. A green fee may apply. Tri-Annuals qualifies teams into the World Qualifier.

ALL teams MUST qualify for the local World Qualifier by winning the Tri-Annual. If a team faces a team that is already World Qualified, they may gain qualification into World Qualifiers.

Division/Playoff winning teams and players that have qualified for the Tri-Annuals must register and be ACTIVE in the next session in that qualifying format in order to participate in the Tri-Annuals. Failure to do so disqualifies the teams and/or players for the Tri-Annuals.

IMPORTANT: Teams that qualify multiple times through the Tri-Annual Tournaments (in the Summer and Fall Session Tri-Annuals for example) will receive a higher seeding in the World Qualifier; they will also receive first option on byes (if any byes are available) on the World Qualifier board.

Once a team has qualified for the World Qualifier, it must remain active for the remainder of the League year to maintain eligibility. A team that qualifies from the Summer Session must continue to play during the Fall and Spring sessions: a team that qualifies from the Fall Session must continue to play during the Spring Session. In addition, once a team qualifies it must remain in the top 50% of its division's standings until the World Qualifier event or its qualification may be lost. To maintain the team qualification the Team Captain must file an appeal to the League Operator explaining why the team did not finish in the top 50%. A decision will be made by the League Operator if a team will maintain its qualification.

Second Chance Tournament

The Second Chance Tournament will be held once a year. This tournament is designed to give 2nd place Tri- Annual teams a second chance at gaining qualification into the World Qualifier to play for Vegas.

This will be a single elimination tournament held before World Qualifiers. It is optional for second-place teams to attend. There will not be an entry fee and no payout for this tournament.

1 team per format will advance from this tournament to the World Qualifier.

Note: If your team placed 2nd in a previous Tri- Annual but then won a Tri- Annual to qualify for world qualifiers your team will not be eligible for the Second Chance Tournament. Your team must remain active in the Summer session and have 4 original members from 2nd place qualification.

World Qualifier

The World Qualifier is an annual tournament that takes place at the end of the League year. The winner of the World Qualifier receives travel assistance to Las Vegas and the opportunity to represent Southwest Missouri APA in the World Pool Championships.

Players MUST have 10 lifetime matches and 4 matches with their team during the spring session by the end of the Spring Session to be eligible for World Qualifier.

The teams that qualify for the local World Qualifier in any session of the league year MUST register and remain active with a minimum of 4 players from the original team AND play in the Summer Session. The remaining players must also be ACTIVE on any team in that qualifying format (8 Ball or 9 Ball) in the Summer session. Failure to do so, will disqualify the team and/or the players from going to the World Pool Championship.

*A maximum of 16 teams will participate in the 8-Ball World Qualifier:

***Summer** - 5 teams from the Tri-Annual

***Fall** - 5 teams from the Tri-Annual

***Spring** - 5 teams from the Tri-Annual

Best of the Rest- 1 team will advance to the World Qualifier

*A maximum of 14 teams will participate in the 9-Ball World Qualifier:

***Summer** - 4 teams from the Tri-Annual

***Fall** - 4 teams from the Tri-Annual

***Spring** – 4 teams from the Tri-Annual

Best of the Rest- 1 team will advance to the World Qualifier

*subject to change based on team count

Travel Assistance for the World Pool Championships

Travel Assistance is to award the team(s) advancing from the World Qualifier to the APA World Pool Championship event held each August in Las Vegas, Nevada. The Travel Assistance fund is not prize money and should not be considered prize money. Travel Assistance is to offset some or all of the expenses of the team in traveling to and participating in the World Pool Championship.

The Travel Assistance fund is to be split equitably among the team members going to Vegas. Proof of travel arrangements to the World Pool Championship is required. If a team wins the World Qualifier and does not intend to go to the World Pool Championship, the team is not eligible to receive the Travel Assistance fund, with the Travel Assistance fund and slot awarded to the second-place finishing team. Likewise, if one or more players on the winning World Qualifier team will not be going to the World Pool Championship, the non-attending players are not eligible for a share of the Travel Assistance.

LADIES LEAGUE ADDENDUM



Ladies League

The Ladies League Division will play an alternate schedule in which the Ladies League teams play once a month. Each team can have a maximum of five (5) ladies on its roster. Three (3) players from each team will play individual matches during each team match. The combined handicaps of the three players playing in each team match cannot exceed 13. Two full team (weekly) matches will be played on the designated dates of play. The session will run for 10 consecutive months of regular league play. The team fee will be \$30 per team match (\$60 each month) regardless of the number of matches played.

Standard coaching and league play rules apply.

Bonus/Bye/Forfeit Points

- Bonus Points: 1 Bonus points per weekly team match will be available for teams that are current on all fees and have accurate scoresheets (2 bonus points per month of play)
- Bye points: 4 points + 1 Bonus Point (each weekly match)
- Individual Forfeit Points: 2 Points during regular session play and 3 Points during playoffs
- Full Team Forfeit Points: 6 Points + 1 Bonus Point (each weekly match)

Forfeits

- Any team that does not show for a regularly scheduled match will forfeit all matches for that date and will be responsible for both teams' match fees. Rescheduled matches not included.
- Four (4) or more individual matches forfeited in the last 2 months of play will disqualify that team from advancing to Playoffs and/or the Ladies Vegas Qualifier.
- Ten (10) or more individual matches forfeited for the year will disqualify that team from advancing to Playoffs and/or the Ladies Vegas Qualifier.

Adding New Players

New players may be added to a roster at any time during the session prior to the last 4 weeks (2 months) of play (with League Operator approval) but each player must play a minimum of 4 matches to be eligible for the Ladies Vegas Qualifier. Teams adding new players to their rosters must notify their opponent at the start of the team match. Players may not move from one team to another team in the same division.

Make-up Matches

Make-up matches must be completed within 4 weeks of the originally scheduled date of play unless otherwise approved by the League Office. Pre-matches may also be played early to prevent scheduling conflicts and may be scheduled as early as needed as long as both captains agree.

- Upon receiving a request to reschedule a match, the opposing Team Captain will need to provide the requesting Team Captain with two dates/times that are convenient for their team. The Team Captain of the team requesting to reschedule will then need to promptly select from the dates/times provided.

- The opponent has the option of refusing to grant any requests made less than 24 hours before the scheduled match date.
- Please notify the League Office at least 48 hours in advance of the rescheduled match so that scoresheets and team envelopes can be delivered appropriately.
- No make-up matches will be allowed in the last four weeks (2 months) of the session, unless the League Office grants an exception, which will only occur as a result of special circumstances.
- All regular scheduled League matches will always take priority over any early or make-up matches. Teams can NOT delay the start time of a regularly scheduled match to complete an early or make-up match.
- If a player and/or team reschedules a match and is a no call/no show or does not provide at least a 2-hour notice of not being able to make the previously scheduled replay time/date, then the non-offending team will be awarded a forfeit for that match.

Replays

If a team is short a player on a scheduled date of play (regular session play), if requested and to help teams avoid forfeits, the opposing team must allow the requesting team to use the “replay” rule prior to the final 4 weeks (2 months) of regular session play. After this period, the opposing Team Captain has the choice of allowing the “replay” option or not, though the League Office encourages teams to be good sports and continue to allow replays through the end of the session. The team requesting the replay must do so prior to the start of the 2nd individual match.

Wild Card

There will be one wild card drawn. Any team that did not qualify for the Ladies Vegas Qualifier based on their points position for their division size, is current in all League dues, and is not otherwise ineligible, will be entered into the wild card drawing.

Playoffs/Ladies Vegas Qualifier (LVQ)

The Ladies Vegas Qualifier takes place at the end of the Ladies Division session. The winning team at the Ladies Vegas Qualifier will receive Travel Assistance to Las Vegas and the opportunity to represent the Seminole County APA in the APA Ladies Championship in Las Vegas.

The Ladies Vegas Qualifier will be run as a Modified-Single Elimination tournament. All players must be active on a Seminole County APA Ladies League team or on a Seminole County APA 8Ball team at the time the tournament is played.

To be eligible to play in the Ladies Vegas Qualifier, all players must have at least ten (10) 8Ball matches played within the last year by the APA Ladies Championship entry deadline (see Ladies Championship Facts Sheet) with at least 6 of those matches having been played on their Ladies Division team. Refer to the APA Ladies Championship Facts Sheet for all eligibility requirements.

Divisions with 15-16 teams (6 teams will qualify for the Ladies Vegas Qualifier):

- o 1st, 2nd, 3rd, 4th and 5th place teams will get automatic bid to the LVQ
- o 6th place team will play the Wild Card team with the winner advancing to the LVQ

Divisions with 12-14 teams (5 teams will qualify for the Ladies Vegas Qualifier):

- o 1st, 2nd, 3rd, and 4th place teams will get automatic bid to the LVQ
- o 5th place team will play the Wild Card team with the winner advancing to the LVQ

Divisions with 10-11 teams (4 teams will qualify for the Ladies Vegas Qualifier):

- o 1st, 2nd and 3rd place teams will get an automatic bid to the LVQ
- o 4th place team will play the Wild Card team with the winner advancing to the LVQ

Divisions with 8-9 teams (3 teams will qualify for the Ladies Vegas Qualifier)

- o 1st and 2nd place teams will get an automatic bid to the LVQ
- o 3rd place team will play the Wild Card team with the winner advancing to the LVQ

Divisions with 5-7 teams (2 teams will qualify for the Ladies Vegas Qualifier)

- o 1st place team will get an automatic bid to the LVQ
- o 2nd place team will play the Wild Card team with the winner advancing to the LVQ

Southwest Missouri APA does not allow “pass downs” of qualification for ladies’ league.

Travel Assistance for the APA Ladies Championship

The Ladies travel assistance fund will be used to assist in covering the airfare and hotel costs for the members of those team(s) advancing to the APA Ladies Championship in Las Vegas. This fund has no cash value. The winning team(s) cannot opt to receive cash instead of travel assistance to the APA Ladies Championship. If a team chooses not to attend this event, the slot and the travel assistance will be given to the last team eliminated by the non-attending team in their Vegas Qualifier tournament. The number of teams qualifying to play in the APA Ladies Championship in Las Vegas as well as the amount of the travel assistance paid to each team is dependent on the number of teams playing in this division for the qualifying league year, as well as the number of team slots granted to our league area for the Ladies Championship for the year.

MASTERS DIVISION ADDENDUM



Masters Division

The Masters Division will play an alternate schedule in which the Masters Division teams play once a month. Each team can have a maximum of four (4) players on its roster with No Skill Level Limit. Three (3) players from each team will play individual matches during each team match.

Two full team (weekly) matches will be played on the designated dates of play. The session will run for 10 consecutive months. The team fee will be \$30 per team match (\$60 each month) regardless of the number of matches played.

Format/Rules of Play

The format follows the US Amateur rules with a race to 7 games (potential of up to 8 games of 9-Ball and/or 5 games of 8-Ball). Players will lag with the winner of the lag having the choice of game (8-Ball or 9-Ball) or choice to break. Pushouts are allowed in 9-Ball. Players will earn one point per game won. Teams can earn a maximum of 21 points per team match.

Bonus/Bye/Forfeit Points

- Bonus Points: 1 Bonus point per weekly team match will be available for teams that are current on all fees and have accurate scoresheets (2 bonus points per month of play)
- Bye points: 15 points + 1 Bonus Point (per weekly match)
- Individual Forfeit Points: 6 Points during regular session play and 7 Points during playoffs
- Full Team Forfeit Points: 18 Points + 1 Bonus Point (per weekly match)

Teams must complete ALL of the following scoresheet information in order to receive their bonus points:

- All player info is filled in correctly (both player name and player number).
- The winner and loser of every game is correctly marked with the accurate number of racks won.
- Final match score is filled in and accurate.
- All fees are up to date (unless addressed and agreed to with your League Operator).
- No abusive comments are written.

Forfeits

- Any team that does not show for a regularly scheduled match will forfeit all matches for that date and will be responsible for both teams' match fees. Rescheduled matches not included.
- Four (4) or more individual matches forfeited in the last 2 months of play will disqualify that team from advancing to Playoffs and/or the Masters Vegas Qualifier.
- Ten (10) or more individual matches forfeited for the year will disqualify that team from advancing to Playoffs and/or the Masters Vegas Qualifier.

Adding New Players

New players may be added to a roster at any time during the session prior to the last 6 weeks (3 months) of play (with League Operator approval) but each player must play a minimum of 6 matches to be eligible for the Masters Vegas Qualifier. Teams adding new players to their rosters must notify their opponent at the start of the team match. Players may not move from one team to another team in the same division.

Make-up Matches

Make-up matches must be completed within 4 weeks of the originally scheduled date of play unless otherwise approved by the League Office. Pre-matches may also be played early to prevent scheduling conflicts and may be scheduled as early as needed as long as both captains agree.

- Upon receiving a request to reschedule a match, the opposing Team Captain will need to provide the requesting Team Captain with two dates/times that are convenient for their team. The Team Captain of the team requesting to reschedule will then need to promptly select from the dates/times provided.
- The opponent has the option of refusing to grant any requests made less than 24 hours before the scheduled match date.
- Please notify the League Office **at least 48 hours** in advance of the rescheduled match so that scoresheets and team envelopes can be delivered appropriately.
- No make-up matches will be allowed in the last four weeks (2 months) of the session, unless the League Office grants an exception, which will only occur as a result of special circumstances.
- All regular scheduled League matches will always take priority over any early or make-up matches. Teams can NOT delay the start time of a regularly scheduled match to complete an early or make-up match.
- If a player and/or team reschedules a match and is a no call/no show or does not provide at least a 2-hour notice of not being able to make the previously scheduled replay time/date, then the non-offending team will be awarded a forfeit for that match.

Replays

If a team is short a player on a scheduled date of play (regular session play), if requested and to help teams avoid forfeits, the opposing team must allow the requesting team to use the “replay” rule prior to the final 4 weeks (2 months) of regular session play. After this period, the opposing Team Captain has the choice of allowing the “replay” option or not, though the League Office encourages teams to be good sports and continue to allow replays through the end of the session. The team requesting the replay must do so prior to the start of the 2nd individual match.

Wild Card

There will be one wild card drawn. Any team that did not qualify for the Masters Vegas Qualifier based on their points position for their division size, is current in all League dues, and is not otherwise ineligible, will be entered into the wild card drawing.

Playoffs/Masters Vegas Qualifier (MVQ)

The Masters Vegas Qualifier takes place at the end of the Masters Division session. The winning team at the Masters Vegas Qualifier will receive Travel Assistance to Las Vegas and the opportunity to represent the Seminole County APA in the APA Masters Championship in Las Vegas.

The Masters Vegas Qualifier will be run as a Modified-Single Elimination tournament. All players must be active on a Seminole County APA Masters League team or on a Seminole County APA 8-Ball or 9-Ball team at the time the tournament is played.

To be eligible to play in the Masters Vegas Qualifier, all players must have at least ten (10) matches played (can be any combination of 8Ball, 9Ball, and/or Masters matches) within the one-year qualifying window (see Masters Championship Facts Sheet) with at least 6 of those matches having been played on their Masters Division team. Refer to the APA Masters Championship Facts Sheet for all eligibility requirements.

- Divisions with 15-16 teams (6 teams will qualify for the Masters Vegas Qualifier):
 - 1st, 2nd, 3rd, 4th and 5th place teams will get automatic bid to the MVQ
 - 6th place team will play the Wild Card team with the winner advancing to the MVQ
- Divisions with 12-14 teams (5 teams will qualify for the Masters Vegas Qualifier):
 - 1st, 2nd, 3rd, and 4th place teams will get automatic bid to the MVQ
 - 5th place team will play the Wild Card team with the winner advancing to the MVQ
- Divisions with 10-11 teams (4 teams will qualify for the Masters Vegas Qualifier):
 - 1st, 2nd and 3rd place teams will get an automatic bid to the MVQ
 - 4th place team will play the Wild Card team with the winner advancing to the MVQ
- Divisions with 8-9 teams (3 teams will qualify for the Masters Vegas Qualifier)
 - 1st and 2nd place teams will get an automatic bid to the MVQ
 - 3rd place team will play the Wild Card team with the winner advancing to the MVQ
- Divisions with 5-7 teams (2 teams will qualify for the Masters Vegas Qualifier)
 - 1st place team will get an automatic bid to the MVQ
 - 2nd place team will play the Wild Card team with the winner advancing to the MVQ

Seminole County APA does not allow “pass downs” of qualification.

Masters Vegas Qualifier (MVQ) Format

The Masters Vegas Qualifier format will match how the APA Masters Championship is played in Las Vegas. Each individual match is worth one team point and teams advance by winning 2 out of the 3 match points. The Masters Vegas Qualifier will be a Modified-Single Elimination tournament.

Travel Assistance for the APA Masters Championship

The Masters travel assistance fund will be used to assist in covering the airfare and hotel costs for the members of those team(s) advancing to the APA Masters Championship in Las Vegas. This fund has no cash value. The winning team(s) cannot opt to receive cash instead of travel assistance to the APA Masters Championship. If a team chooses not to attend this event, the slot and the travel assistance will be given to the last team eliminated by the non-attending team in their Vegas Qualifier tournament. The number of teams qualifying to play in the APA Masters Championship in Las Vegas as well as the amount of the travel assistance paid to each team is dependent on the number of teams playing in this division for the qualifying league year, as well as the number of team slots granted to our league area for the Masters Championship for the year.

DESTINATION DIVISION ADDENDUM



Destination Division

There will be 7 dates of play scheduled for each session of play followed by one week of playoffs each session. Summer Session: (April-July); Fall Session: (August-November); Spring Session: (December-March).

Each roster consists of 5-8 players of any gender. You will play one team on each scheduled date of play in two “weekly” matches played during each date of play. One “week of play” consists of 5 matches worth 3 points each, teams can earn a maximum of 15 points per week of play (not including bonus points). Each date of play will have two scheduled matchups, totaling 4 matches every month. Matches are to be played simultaneously on two tables and follow the **Time Guidelines** in the Official Team Manual.

Standard APA 8-Ball rules apply including the 23-skill level cap.

Players must meet the minimum match requirements (4 matches with this team, during regular session play for all players and/or 10 lifetime matches during regular league play for brand new players), to be eligible to advance with the team to Playoffs, Tri-Annuals, Cities/World Qualifier, the Orlando Invitational, or the Destination Tournament, or to receive a prize package with the team.

The team fee will be \$75 per team match regardless of the number of individual matches played with two full-team matches played on each date of play. A total team fee of \$150 is due each date of play.

Destination Division Prizes

Each team is ultimately playing for travel assistance for a trip to Las Vegas in August via the Seminole County APA Tri-Annual/World Qualifier and/or travel assistance for a trip to Hawaii via the Seminole County APA Destination Division Tournament. The World Qualifier takes place in June and the Destination Division Tournament takes place in April.

- Each Destination Division with a combined team count of 8+ teams per session (Summer-Spring) will be playing for a slot to play in the Destination Division Tournament with the winning team heading on a 5-night trip to Hawaii.
- Each Destination Division with a combined team count of 7 teams or less per session (Summer- Spring) will be playing for a slot to play in the Destination Division Tournament with the winning team heading on a team cruise.

Additional Prizes:

- Summer Session: First place division winner will qualify for a slot in the Orlando Invitational Tournament in March. Team entry fee paid by Seminole County APA.

- Fall Session: First place division winner will qualify for a slot in the Orlando Invitational Tournament in March. Team entry fee paid by Seminole County APA.

Bonus/Forfeit Points

- Bonus Points: 1 Bonus points per team match will be available for teams that are current on all fees and 1 Bonus points per team match will be available for teams have accurate scoresheets (2 bonus points per date of play)
- Bye points: 8 points + 2 Bonus Points (for each weekly match)
- Individual Forfeit Points: 2 Points for individual matches during regular session play and 3 Points for individual matches during playoffs.
- Full Team Forfeit Points: 10 Points + 2 Bonus Points

Forfeits

Any team that does not show for a regularly scheduled match will forfeit all matches for that date and will be responsible for both teams' match fees. Rescheduled matches not included.

- Two (2) or more individual matches forfeited in the last scheduled dates of play will disqualify that team from advancing to Playoffs and/or any higher-level tournament.
- Ten (10) or more individual matches forfeited in the session will disqualify that team from advancing to Playoffs and/or any higher-level tournament.
- Please see Forfeits & No Shows and Rescheduling Matches in the Seminole County APA by-laws for additional rules and requirements.

Wild Card

Based on the division size, the top teams and Playoff winner will advance to their session Tri-Annual and the end of year Destination Tournament.

There will be one wild card drawn. Any team that did not qualify for Tri- Annual or the Destination Division Tournament based on their points position for their division size, is current in all League dues, and met the match forfeit requirements is eligible to participate in the wild card drawing to play in Playoffs. A single team match will be played to determine the Playoff winner.

All players participating in session Playoffs must have a minimum of 4 matches played within the regular session with their team. All new players must have a minimum of 10 total matches within the regular session (the 10 matches can be split across multiple teams but they must have a minimum of 4 matches with the qualifying team).

Number of Teams in The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
4-5 One Team Qualifies for Tri- Annual and Destination Tournament	1st Place vs Wildcard Winner Advances to Tri-Annual and Destination Tournament In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1st Place Session trophies

<p>6-7</p> <p>Two Teams Qualify for Tri-Annual and Destination Tournament</p>	<p>Division Point Leader advances directly to Tri-Annual and Destination Tournament</p> <p>2nd Place vs Wildcard</p> <p>Winner advances to Tri-Annual and Destination Tournament</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p>8-11</p> <p>Three Teams Qualify for Tri-Annual and Destination Tournament</p>	<p>Division Point Leader advances directly to Tri-Annual and Destination Tournament</p> <p>2nd Place vs Wildcard 3rd Place vs 4th Place</p> <p>Both winners advance to Tri-Annual and Destination Tournament</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p>12-14</p> <p>Four Teams Qualify for Tri-Annual and Destination Tournament</p>	<p>Division Point Leader advances directly to Tri-Annual and Destination Tournament</p> <p>2nd Place vs Wildcard 3rd Place vs 6th Place 4th Place vs 5th Place</p> <p>All winners advance to Tri-Annual and Destination Tournament</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p>15-16</p> <p>Five Teams Qualify for Tri-Annual and Destination Tournament</p>	<p>Division Point Leader advances directly to Tri-Annual and Destination Tournament</p> <p>2nd Place vs Wildcard 3rd Place vs 8th Place 4th Place vs 7th Place 5th Place vs 6th Place</p> <p>All winners advance to Tri-Annual and Destination Tournament</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>

Destination Division Tournament

Teams advance to each session Tri- Annual and qualify for the end of league year Destination Tournament based on their division standings or by winning a playoff match. The number of teams advancing is determined using the same Playoff/Tri-Annual qualifying structure as standard format divisions, outlined in the Seminole County APA by-laws.

- There is no Tri-Annual for the Destination Tournament. Teams that would have earned automatic entry to Tri-Annuals based on division standings per the standard format by-laws will also advance directly to the Destination Tournament.
- Teams must remain active in the Destination Division for the remainder of the league year after qualifying for the Destination Tournament (with a minimum of 4 original players from their qualifying roster) to retain their eligibility to participate in the Destination Tournament.

- The team roster for all Destination Tournament qualified teams will be their Spring session roster. All players must meet the World Qualifier eligibility requirements in order to qualify to play with their team in the Destination Division Tournament.
- The Destination Tournament is played to a single winner.
- All players meeting minimum match requirements (same team and individual requirements as are required for the Cities/World Qualifier) and who were listed on the roster of the team winning the Destination Tournament will earn the Destination prize.

Travel Assistance for the Destination Tournament

The Destination Division travel assistance fund will be used to assist in covering the travel costs for the members of the team winning the designated trip. This fund has no cash value. The winning team(s) cannot opt to receive cash instead of travel assistance for the designated trip. If a team chooses not to take the trip, the travel assistance will be given to the last team eliminated by the non-attending team in the Destination tournament. The amount of travel assistance paid to each team is dependent on the number of teams playing in this division for the qualifying league year.