



Bylaws for the Western Nebraska APA Pool Leagues

WESTERN NEBRASKA APA POOL LEAGUES

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Website: nebraska.apaleagues.com.

Like the [Western Nebraska APA Pool Leagues](#) on Facebook.

Member services (your personal stats, etc.): league.poolplayers.com or use the APA Pool League app.

These Bylaws have been read and approved by the National Office of the American Poolplayers Association, Inc. All information is subject to change at any time without notice.

Revised Summer 2021

1 OFFICE HOURS AND DIVISION REPRESENTATIVES

Office hours are Monday through Friday 10:00 a.m. - 6:00 p.m. Central Time (Office is closed on all national holidays).

In the day and age of cell phones and the possibility of loss of signal during a call, please call us again if you left a message and have not heard back from us by the next business day.

During League play, a Division Representative may be available to answer questions. If your area has a Division Rep, their phone number can be found on your scoresheet. The Division Representative is a player just like you and is not authorized to make official rulings and in no way gets any favoritism from the APA. However, the Division Rep may be able to assist you with rules questions or at least help you find something useful to your situation in the rules book or bylaws. Information given by a Division Rep is simply advice (correct or not) and is in no way meant to be an official APA ruling.

2 HELPING NEW TEAMS AND PLAYERS

You are **required** to help a new team and players with scorekeeping and rules questions if asked. **This is good sportsmanship!** Teams that refuse to help a new team or players learn the rules, proper scorekeeping, or try to take advantage of this situation in any way will be dealt with severely by the League Office. Teams will not be considered "new" after week 8, but helping the other team when they ask promotes harmony within the League. Making new teams and players feel comfortable and welcome is vital to the well-being of the League!

3 SCHEDULE CHANGES AND DROPPED TEAMS

Teams that register and drop after schedules have been posted on our website will be held financially responsible for the entire session.

To avoid possible penalty, individuals that plan on dropping off a team need to make certain that they inform their Team Captain before schedules are generated for the session.

Teams that want to change Host Locations once schedules have been produced will be subject to League Office approval. If approved, such changes may incur a charge of up to \$25 per team that is moving. To avoid this, teams should inform the League Office of Host Location changes on the final scoresheet of regular session.

4 ADDING PLAYERS

Always call the League Office **anytime** you add a player to your roster to ensure that you start the

player at the correct skill level. Sometimes skill levels of players may change without them knowing. Also, starting skill levels can vary for players sitting out for any length of time or for those starting a new format.

5 WEEKLY TEAM FEES

Weekly team fees are \$35.00 per team per week for ALL scheduled matches (including Playoffs) regardless of forfeits. If your team sends more money than required, you will be issued a credit on your next scoresheet. However, all credits must be used by the end of the current session or you may lose the credit.

No weekly team fees are due during bye weeks and there are no scoresheets.

6 YOUR WEEKLY LEAGUE SCORESHEET

Each week that you play, you will receive a scoresheet from the League Office that will contain updates of all scoresheets that we had at the time of processing.

Scoresheets from the League Office are usually mailed and postmarked at least 2 days prior to play, and most times sooner. If for some reason your scoresheet does not arrive, you can print scoresheets by going to your member services account. Although not as good, you can get by using a blank scoresheet available on poolplayers.com or photocopying your opponent's scoresheet.

Teams that regularly submit incomplete, incorrect or messy scoresheets to the League Office subject themselves to penalty. We will always warn teams and try to help with proper scorekeeping by highlighting incomplete or incorrect areas. But if that fails, penalties will be applied.

7 MAILING SCORESHEETS, DUES AND ELECTRONIC OPTIONS

On time arrival of scoresheets and dues to the League Office is critical to the smooth operation of the League. Players that do not send scoresheets on time risk the possibility of inaccurate standings and skill levels, plus late arrival of patches to those on your team that earned them. Late or past dues place a heavy financial burden on the Local League Office as we many times decide to cover your financial obligations out of our own pocket so your team can keep all points earned.

Yearly membership fees are to be paid by mailing money to the League Office or by using a credit or debit card through your member service account on league.poolplayers.com or the APA app.

DO NOT pay membership fees through our PayPal link or we will charge you an extra \$5 per membership on your next scoresheet.

Our "preferred method" for you to submit weekly dues and scoresheets is for you to send your scoresheet and money electronically. You can submit scoresheets and dues through the APA Scorekeeper app. Or you can scan your scoresheets from your computer or download the Adobe Scan app to your smartphone to produce a PDF copy of your scoresheet and email to jbond.apa@gmail.com. Pay full weekly dues (no partial or individual player payments) with a credit card or debit card through your member services account (or APA Pool League app) or through PayPal (direct link at paypal.me/APApool). Both scoresheet and full dues must be sent the day following play to avoid penalty.

If you choose to mail (not recommended), scoresheets with complete dues must be postmarked by the post office automated systems the day following play. Any issues with on time arrival of scoresheets will need to be handled between you and the USPS.

Late scoresheets with USPS hand stamped postmarks, Pitney Bowes, Stamps.com, any online postage or similar postmarks will be penalized as this is not an automated system post office postmark.

There are no drop offs allowed at the League Office.

8 LEAGUE COMMUNICATIONS VIA SCORESHEETS

It is important for players and teams to understand that all notes, stamps or highlights placed on your scoresheet are put there to help teams and players better understand proper League procedure, not to antagonize. Many notes on scoresheets are nothing more than notifications that can help in training new players proper scorekeeping and to make your League experience more enjoyable in the long run.

Stamp or note	What it means
Incomplete Scoresheet – Highlighted area	You left some areas of your scoresheet blank or filled out a section incorrectly.
Defensive Shots	Either there was little or no defense marked or the opposing team had considerably more defense marked, including defense marked on themselves. This tells us that your scorekeeper may need help understanding defense.
Innings Did Not Match	There was a BIG difference in innings marked between you and your opponent and we want to make sure you are aware in case you have someone that needs help with scorekeeping. NEVER change your scoresheet to match your opponent as you may be correct.
No Scoresheet. Late fees being applied daily.	We did not have your scoresheet at the time of processing. Late fees will be applied based on the postmark or electronic time/date stamp.
Rate opponent here	You did not give your opponent a sportsmanship rating the previous week.

9 LATE FEES AND OTHER PENALTIES

As with many aspects in life, not doing what we are supposed to do can result in some sort of penalty. It's a fact that without a penalty system, there would be no deterrent to those few players that don't follow the rules.

The Western Nebraska APA Pool Leagues has the right to implement late fees, fines, penalty points or suspension against players and teams that fail to comply with any of the rules and policies of the League or for any other reason that the APA deems necessary.

Penalties can be handed down for a variety of violations including, but not limited to, late or no show scoresheets, sloppy or hard to read scoresheets and scans, incorrect dues, incomplete scoresheets, offensive or derogatory comments (written or verbal), bad scorekeeping (meaning that your scoresheet never or rarely matches your opponent's), mailing coins or one-dollar bills (which can cause late scoresheets and slow down office work), violation of the rules, sportsmanship violations, complaining repeatedly about rules, policies or skill levels and any written, verbal or physical misconduct directed toward players, teams, Host Location employees or APA representatives.

The League Operator reserves the right to decide whether or not penalty points, fines or suspension are to be assessed in ANY situation including violations listed or not listed in these Bylaws or the Official Team Manual.

Although it is difficult to cover every situation, here is a list of the most common violations that can incur a late fee or fine. However, this list may not cover every situation. If late fees or fines are not effective in solving a problem, suspension or termination will be the last option.

Late/no show scoresheet (based on postmark or electronic date/time stamp)	\$5 per day up to a maximum of \$30
Late singles qualifier boards	\$5 per day up to a maximum of \$30
No weekly dues, late dues or incomplete dues	\$5 per day until paid in full (max. of \$30)
No membership dues/partial membership dues	\$5 per team per week (max. of \$30)
Invalid or incomplete check	\$5 per instance
Returned check	\$35 per instance
Postage due envelopes	\$5 per instance
Mailing coins/unnecessary \$1 bills	\$5 per instance
Late paperwork for World Qualifiers (with APA approval)	\$50 per instance
Late paperwork for National events (with APA approval)	\$50 per instance

10 PAST DUE TEAMS/INELIGIBLE PLAYERS

Teams that are past due may be dropped without notice and will owe all dues for the remaining weeks of the session. All fees due are the responsibility of the Team Captain and/or team members and is up to League Operator discretion.

If the word “ineligible” is written next to a player’s name on your scoresheet, that player cannot play under any circumstances. Playing an ineligible player can result in penalties.

12 PATCHES/AWARDS

For a complete list of patches and awards offered, go to the Awards/Prizes tab on our website at nebraska.apaleagues.com.

Anytime a player wishes to receive any earned patch, the player must request the patch in the fees section of the weekly league scoresheet. Players must request their patches the week that they earned them or they may forfeit their right to request the patch.

Patches earned during singles qualifiers need to be requested in the fees section of your next weekly league scoresheet of that format. Make certain to note that the patch was earned in a singles qualifier and the date that the qualifier was held.

Assuming your scoresheet arrives in the League Office on time, you should receive your patches the week after earning them, except when you have a bye week. All patches are mailed to your Team Captain.

Players have the option of trading their earned patch for an entry into our end of session drawing for prizes. You get one entry for every one patch. When requesting your patch, simply write “entry” next to your name and earned patch.

Players may also mail in patches earned from past sessions, provided that they are the current design and are in “like new” condition.

13 MVP/TOP PLAYER CALCULATION

To be eligible, you must play no less than the minimum required number of matches set for the session. This will be listed in your member services account.

The MVP award is based on the highest overall percentage of total points attained throughout regular session play in each skill level tier in each division. In other words, MVP is based on the average number of points that you earn for your team per match.

If you change teams during a session, your MVP/Top Player stats reset.

There is an MVP awarded for each skill level tier including skill level 2-3, skill level 4-5 and skill level 6-7 in 8-Ball. 9-Ball tiers are skill level 1-2-3, skill level 4-5, and skill level 6-9.

Ties for MVP will be broken in the following order: Highest number of matches played in the session, session win %, performance points (beat a 5, get 5 points), lifetime win %.

The Top Player award is for the top male and female shooters each session in each format (8-Ball and 9-Ball) and is calculated just like MVP, except the award is for the top shooters in the entire Western Nebraska APA region, and we do not use the tie breaking procedure.

14 AWARDS/PRIZES/MAILINGS DISCLAIMER

The APA is not responsible for replacing lost, stolen or damaged patches, prizes, awards, rules books, etc. Once they are shipped or delivered to a location, the APA no longer claims responsibility.

15 TEAM NAMES

At any time, the APA reserves the right to refuse and change team names that are determined to be distasteful or have a negative connotation. Team names that are deemed to bring discredit to the League may be disallowed. All teams are urged to choose a team name that will create public respect for their team and the League.

For a list of prohibited team names for National events, go to poolplayers.com.

16 CUE BALLS AND RACK OF BALLS

Players that wish to use a cue ball or rack of balls that are different than what the Host Location offers may switch them, but only if both teams agree to do so and only with approval from Host Location management.

It is acceptable for Host Locations to have equipment specifically designated for League activity.

17 PROHIBITED ELECTRONIC DEVICES

It is not permissible to wear earphones of any type while you are playing or coaching. This includes ear buds, headphones, headsets, Bluetooth devices, etc. During the shooter's turn at the table, cell phone or smart watch use is prohibited for that player. Hearing aids and non-electronic earplugs are allowed. During a coaching, cell phone and smart watch use is prohibited unless the device is being used as a one-minute timer.

18 USE OF TIMERS DURING TIME-OUTS

As a tool to help reduce match times, teams are required to use any sort of one-minute timer for time-outs/coaching such as a sand timer, digital kitchen timer, stopwatch, etc. Timer apps on smart phones/watches are acceptable as long as you don't take calls or texts while at the pool table.

When you call a time-out, set your timer where visible to both teams (like on the end of the pool table or other visible spot). When time runs out, the coach is to pick up the timer and walk away from the pool table.

If a team forgets to set their timer, politely remind them. Note on your scoresheet any teams or specific players that refuse to use a timer or those that consistently abuse the match time guidelines outlined in the Official Team Manual, as penalties may be assessed by the League Office.

19 FORFEITS

If a team or members of a team fail to show for a match, the opposing team (provided 5 players are present) may receive up to 8 forfeit points in 8-Ball and 60 forfeit points in 9-Ball, but it is completely up to the League Operator and may depend on what teams are involved and what week of play you are in. Individual forfeits are worth 2 points in 8-Ball (3 points in Playoffs) and 12 points in 9-Ball (20 points in Playoffs). The League Operator has final authority on whether or not to award forfeit points in any situation including no-shows or teams arriving late. You joined the League to play pool, not to receive forfeit points.

20 HOLIDAYS

The APA National Office does not require us to schedule around any holidays. However, the Western Nebraska APA does have a variety of days where play is not scheduled. That does not mean that we will not have play on days that you want to take off. If play is scheduled on a day that you can't play, simply call the opposing team and see if they can reschedule. You can always play early.

21 POSTPONED AND RESCHEDULED MATCHES

During bad weather, teams should notify their opponent of any possible delay or postponement. Please allow extra time for traveling during bad weather.

If you are going to reschedule a match, please inform your Host Location immediately. The League Office must be informed of any rescheduled matches the day after the original match is scheduled or penalties may be assessed. Both teams are responsible for calling the League Office.

Teams wanting to play early must inform the League Office immediately. Postponements are not allowed the final 2 weeks of regular session play or during Playoffs without permission from the League Office.

When you do agree on a date to play a match, you must use current skill levels. Call the League Office so that we can provide you a scoresheet with current skill levels.

All postponed matches should be made up promptly. If teams cannot agree on a makeup date, zero points may be awarded to either or both teams.

22 AGE RESTRICTIONS IN HOST LOCATIONS

If you are under 21 years of age, it is in your best interest to contact the Host Location in advance to find out any restrictions on minors in that facility. Although the minimum age to play in the APA is 18 years old, there may be age restrictions in some Host Locations. If a Host Location has age restrictions, then that is the final word. APA has no right to demand that a Host Location host minors during any APA event.

23 BANNED PLAYERS OR LOCATIONS

Players, teams, friends or family of players, Host Locations, their staff or customers that are found to be harmful to League activity may be banned from APA League play. This may include, but is not limited to sandbagging, poor sportsmanship, constant complaining or any type of abusive or unacceptable behavior toward players, Host Location employees or any representative of the APA.

Members or teams that regularly display a poor attitude or negativity toward the APA League System, its staff or its members may be suspended or have their membership terminated as such behavior may cause tension in the League and ruin the fun for others. If a member is unhappy with the League and we see that there is no hope of that changing, then it is best for everyone involved that the unhappy player or team exit the League ASAP.

24 SESSION PLAYOFFS

At the time of processing, teams with past dues may not be allowed to participate in Playoffs and may not be placed in the wild card draw.

Teams entering local end of session Playoffs will play at the highest seeded team's Host Location for that match.

It happens on occasion that the two highest seeded teams play out of a location with only one pool table. In such cases, the highest seeded team in that location gets the home field and the other will need to play their match at another location of their choosing, but the location must be approved by the League Office prior to play.

When multiple Divisions play, it is possible that a Host Location has more Playoff matches scheduled than pool tables available. When this happens, the teams with the most end of session total points will get home field. Anyone else will need to play their match at another location of their choosing, but the location must be approved by the League Office prior to play.

If your team does not want to be placed in Playoffs or the wild card draw, simply write a note on your final week scoresheet stating that you do not wish to enter Playoffs.

Since qualified teams are required to remain active, teams that have not registered for the Fall or Spring Session will not be placed in the wild card draw unless they request to be entered. Teams already qualified for the Western Nebraska World Qualifiers will not be placed in the wild card draw.

It is your responsibility to know if your team made your local Playoffs. Teams can check their Playoff status by going to our website, member services or by contacting the League Office.

25 END OF SESSION PRIZE MONEY

As a general guideline, \$5.00 for each team playing each week in your division will be used for cash payback of approximately the top 25% point earning teams in the division at the end of regular session play. Tie breaking procedures apply.

Payout percentages are based on the size of the division and are as follows:

4 – 5 teams	1 st place gets 100%
6 – 9 teams	1 st place gets 60%, 2 nd place gets 40%
10 – 13 teams	1 st place gets 50%, 2 nd place gets 30%, 3 rd place gets 20%.
14 – 16 teams	1 st place gets 40%, 2 nd place gets 30%, 3 rd place gets 20%, 4 th place gets 10%

26 REPORTING PRIZE EARNINGS

Federal law requires that we issue a 1099 form to any player that earns \$600 or more in prize money in a year.

27 TEAMS/PLAYERS QUALIFIED FOR WESTERN NEBRASKA WORLD QUALIFIER

Teams that win a division, or finish in the finals of local Playoffs behind a team already qualified (except in a 4-team division), advance to the Western Nebraska World Qualifiers.

In 4 team Divisions, the only way to qualify for the World Qualifier is to win the finals of local Playoffs.

If two qualified teams advance to the finals of local Playoffs, we will take the session head-to-head record of the two teams that lost in the first round of the Playoffs to determine which team will be qualified for Western Nebraska World Qualifiers. In case of a tie, tie breaking procedures outlined in the Official Team Manual apply.

All eligibility requirements are found in your APA Official Team Manual. The League Operator retains the right to add or remove a team's or player's eligibility to participate in any APA activity, including the Western Nebraska World Qualifiers, for any reason that the League Operator deems fit.

28 WORLD CHAMPIONSHIPS

If your team advances to a Championship Event, you are not guaranteed full travel/lodging expenses but we will always try to make it an affordable trip (paid entry fee, one room lodging per two attending qualified players and a maximum of \$325 travel allowance per attending qualified player) but the amount may be less depending on several factors such as the number of players and teams traveling to the Championship Events, the number of teams playing in the League currently or throughout the past year. Simply put, fewer teams playing in the current or past sessions can mean less travel allowance because fewer teams mean less money being collected for such expenses.

Players or teams that decide not to go to the World Championship must inform the League Office and will not receive any paid entry fee, travel funds or lodging.

Players or teams that have already been paid a travel allowance and lodging and decide not to attend the World Championship must immediately repay the full amount of entry fee, travel allowance and lodging to the League Office.

All prizes and travel allowances are sent to the Team Captain and it is the Team Captain that is responsible for distributing any prize money to the rest of the team.

29 ADDITIONAL TOURNAMENTS, PRIZES AND PROMOTIONS

Provided there are enough teams playing in the League and enough teams qualified, the only event the APA National Office requires to be conducted on the local level are the Western Nebraska World Qualifiers. The APA National Office does not have any local mandatory requirements in regard to offering extra tournaments.

Any prizes, promotions, events or tournaments outside of the Western Nebraska World Qualifiers are offered strictly at the discretion of the Local League Operator. We always want to give away as much stuff as we can, but it should never be taken for granted.

30 FILING A PROTEST

Procedures on how to handle protests and disputes is covered in detail in your APA Official Team Manual.

If a team follows the correct procedure in filing a protest, the League Office will investigate both sides of the story in order to make an informed and fair decision. If the APA finds in favor of the protesting team, the protesting team will be refunded their \$25 protest fee and the opponent is subject to a penalty of up to \$50 and loss of match, but penalty will be dependent on each unique situation.

Remember to stop your match and refer to your Official Team Manual if you need to settle a dispute. If, after referring to the Official Team Manual and compromise fails to settle the issue, then filing a protest may be the best way to handle the situation. Inform the other team that you will be filing a protest and continue your match.

31 5 STAR SPORTSMANSHIP RATING SYSTEM

Each week, you are required to rate the sportsmanship of the opposing team after the Team Captains have signed the scoresheets. These ratings are kept confidential, with the exception of serious infractions that need to be handled immediately. The ratings are input into the APA National database and awards are given to the best teams each session. Players or teams that are a consistent problem are taken care of automatically by the APA system.

This system is to rate the ***behavior*** of a team or player(s). It is not to rate the service of the bar, loud music, bad pool tables or how a team chooses to put up players against your players in a match. Whether you win or lose should not be a factor. **Don't get nitpicky!**

Low ratings will not be held against a team as a whole as long as you include the names of problem players and explain specifically what the problem was that night.

The APA randomly runs a sportsmanship report to gauge the sportsmanship of the division. Keep in mind that you should not expect a team to get a warning or suspension just because you file a grievance. To be fair and to insure there truly is a problem to be addressed, a team must receive multiple complaints from different teams before any action will be considered. Not everyone will get along perfectly every night, so don't give poor ratings over small disagreements or minor personality quirks.

Rating:	What it means:
5 Stars (Excellent) A short, written explanation is required for this rating to count. Otherwise, this rating will be changed to 4 stars.	The team went above and beyond the call to make your night a special night. Perhaps they reminded you to mark your pocket so you would not lose a game. Excellent night out!
4 Stars (Very Good) No written explanation required.	Absolutely no problems. The team was a pleasure to play and you had a very good night.
3 Stars (Average) No written explanation required.	No major problems. Maybe some minor rules disagreements or someone's attitude got slightly out of hand but an apology followed by someone on the team. Overall a good night.
2 Stars (Poor) A short, written explanation with names of players involved is required and is kept confidential. Without written explanation, this rating will be changed to 3 stars.	There was a legitimate problem but no threats or intimidation. Perhaps the time guidelines were consistently abused by a player or someone was rude throughout the night. You did not have a fun night out.
1 Star (Unacceptable) A short, written explanation with names of players involved is required and is kept confidential. Without written explanation, this rating will be changed to 3 stars.	Threats, intimidation or multiple major problems may have been the story. Nobody on the team tried to get the problem player(s) in line. You had a terrible night out.

Ratings of 3 Stars or higher that include a complaint will be changed to a 2 Star rating.

**** The APA National Rules will always supersede local Bylaws in all Higher-Level Tournaments. APA Official Team Manuals may be purchased through the League Office for \$5 or downloaded for free.**

Helpful Information and Best Practices

The following information is provided to give teams a guideline on how to handle certain situations within your team structure. These are not rules. They are simply suggestions that may help your team overcome internal problems or obstacles.

We recommend that all members of a team gather and decide which of these policies to adopt as a “team policy”. Most, if not all of your team should be in agreement with a team rule before it is adopted.

This list is not intended to include every possibility so feel free to adopt your own team rules that may not be listed.

** Communicate with each other. Sometimes problems or personal conflicts can arise on a team. The best thing to do is to sit down as a team and talk to each other. Many times, internal problems can be solved through communication. Problem players can be dropped by a majority vote of the team if all else fails. Problem Team Captains can be voted out of the position by a majority vote.

** It generally promotes good team spirit, friendship and camaraderie if all team members show up on time and stay for the entire match if at all possible. Of course, exceptions can be made if the team agrees to it.

** The Team Captain should NOT be required to be there every week. The Team Captain should be able to take time away just like everyone else. Elect a Co-Captain (which will be listed 2nd on your roster) to act as captain when needed. It will be the responsibility of the Captain to make sure the Co-Captain has the scoresheet and APA Official Team Manual when the Team Captain will be unable to attend a match. If both the Captain and Co-Captain will be absent, simply make sure someone on your team will have what is needed to play the match.

** Everyone on your team should keep score. Not knowing how is not an excuse. Anyone can be taught. We have excellent scorekeeping videos on our website. A player should never have to keep score more than one match in a night unless they want to do so. We recommend the Team Captain keep a record of who keeps score each week and rotate players equally throughout the session.

** Dues for forfeits should either be split equally among ALL team members or among those that did not play that night, regardless if they are present the night of the forfeit(s). The Team Captain can keep a record of forfeit dues owed by absent players and collect those dues later. Drop any non-paying or unreliable players.

** Players on a team should inform their coach or captain if it is permissible for the coach to call a timeout on that particular player. Some players want to call their OWN timeouts and need to communicate that to the team. If a player wants to call their own timeouts, then you should respect their wishes regardless of game situations or skill level.

Contact Information: We have several options at your disposal to contact the Western Nebraska APA League Office. As per your bylaws and Official Team Manual, our office hours are Monday - Friday from 10 am to 6 pm CT. However, we may be available to answer questions outside of normal office hours.

- Mailing address: APA, PO Box 1033, McCook, NE 69001
- League Office Phone (land line) – 308-350-8697. If we are not available to answer your call, leave a message. If you don't hear back from us within one business day, call again as your message may have been garbled.
- Texting only (no phone calls): 402-287-4815.
- Website: <http://nebraska.apaleagues.com>
- Facebook – League Operators Joe and Carmen Bond have a personal Facebook page under Joe Bond. We also have a League page under Western Nebraska APA Pool Leagues, and a private player group that you can join under APA Poolplayers of Western Nebraska.
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- Email scoresheets to: jbond.apa@gmail.com.
- To set up your member services account, go to <http://join.poolplayers.com>
- Electronic submission of weekly dues: your member services account at <http://league.poolplayers.com>, the APA Pool League app on your smartphone or PayPal (<http://paypal.me/APApool>). **DO NOT** pay membership fees on PayPal or you will be charged \$5 per membership on your next scoresheet!
- Submission of annual membership fees: your member services account at <http://league.poolplayers.com>, the APA Pool League app on your smartphone or mail to the League Office.
- If you want to receive email from us about upcoming events, you must have an email listed on your member services account AND be able to accept email from Constant Contact. If you have opted out of Constant Contact emails, then you won't get our email. You can go to their website to opt back in if you wish to get our email.
- Division Representatives: Most of our areas have a Division Representative listed at the top of your scoresheet. Feel free to call them during League play.