



APPROVED
By brobinson at 6:21 pm, Oct 27, 2020

NW Dallas County APA

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These bylaws have been approved by the American Poolplayers Association, Inc

The Local Bylaws are a secondary source of information, created in accordance with and in addition to the Official Team Manual. The Official Team Manual will be your primary source of information and all rules in the Official Team Manual will be followed, with the exception of any revisions as listed below. All revisions and rules may be overridden at the League Operator's discretion.

OFFICE HOURS - are 9:00 am – 5:00 pm Monday through Friday. If no one is available, please leave your name, phone number, team number and a brief message and you will be contacted as soon as possible.

The League year is comprised of three Sessions: Summer, Fall, and Spring. At the end of each session, teams compete in the End-of-Session Playoffs.

LEAGUE PLAY START TIME - is at 7:30 pm on weekdays; 1:00 PM for Ladies on Sundays, unless otherwise specified. Play will begin on time **even if only one player from a team is present**. Play must be continuous or forfeits will be awarded to the team that is present.

APA MEMBERSHIP DUES - are due the **first night a player plays**. If a player has not paid their APA membership dues by the 4th week of play they will be removed from the team's roster. If a team allows someone to play that has not paid their APA Membership Dues **the team will be subject to loss of the bonus points, as well as any points in which that person received for the played match**.

AGE REQUIREMENT - The age requirement to join the APA is 18 years old. If you have someone on your team that is under the age of 21 it will be the responsibility of the **TEAM** to make sure the establishment knows that individual is under age. If the Host Location does not allow that individual in their establishment they will have to leave and will not be allowed to play that night.

LEAGUE FEES - **The weekly fees are \$45.00** for 8-Ball, 9-Ball teams. Weekly Team Fees are \$30 for Ladies Alt teams & Master teams; \$50 for Aloha 8-Ball Teams. All team fees are **due regardless of how many players actually play**, including forfeits, and division playoffs. Fees for playoffs are the same as weekly team fees. **All team fees must be current and paid before the wild card draw, failure to do so will result in the team losing ELIGABILITY FOR THE WILD CARD DRAW**. All Weekly Team Fee envelopes are to be placed in the designated lock boxes at the drop-off location and are NOT to be left in the team packet. It is the Team Captain's responsibility to make sure the weekly fees are paid to the League Office by 7:00 pm the day after the scheduled match.

The League strongly recommends that teams pay fees by check, electronic payment or money order. Teams may pay with cash; but if a team or any player(s), chooses to pay by cash the League Office **WILL NOT** be responsible for any lost fees, for any reason, including, but not limited to, fees entrusted to opposing teams or Team Captains, theft, or burglary at the Host Location. Checks and money orders should be made payable to NW Dallas Pool Players LLC. There will be a \$35.00 charge for any returned checks, plus loss of the Bonus Points. Checks returned from the bank for any reason must be picked up within 30 days or they will be turned over for collection. Once a bad check has been received from a player, the League Office reserves the right to refuse that individual's check in the future.

Team Captains should not accept checks from anyone who is not an active member of their team. That team member's name should be preprinted on the check or the Team Captain should not accept the check.

Teams that play a player who owes the League past due fees **will be subject to loss of their bonus point(s), as well as loss of points for the match in which that person played**. (Players who owe the League fees will print on the score sheet with dollar signs beside their name, and are not eligible to play until the past due fees are paid.)

Any team owing the League fees after the last week of the session WILL NOT BE ELIGIBLE to play in the playoffs or a higher level tournament...regardless of their standings!

ADDING NEW PLAYERS – Players wishing to join a team must have a membership application and membership dues in the envelope the **first night they play**. Add the new member's name to the score sheet, and the word "ADD". Teams that play an unpaid player will lose all points for the night and will not be eligible to receive bonus points until the player is a paid member. Teams may add or drop players from the roster at any time during the session EXCEPT when there are less than 4 weeks of play

left in the session. After the 4th week of play a team must have League Operator approval before adding a new player to their roster. On very rare occasions of exceptional circumstance, the League Operator may grant a team permission to add a player to its roster with less than 4 weeks of play in the session. Teams adding players past the 4th week of any Session should pay careful attention to the following rule regarding "Starting Skill Levels for New Players" see in the Official Team Manual. Once a player is dropped from a roster that player may not be added back to the same team's roster within the same session without League Operator approval.

Teams that are eligible to participate in the World Qualifier cannot make ANY changes to their Spring Session roster after the 4th week of the Spring Session. Changing the team rosters after the 4th week will result in that team losing their qualification to the NW Dallas APA World Qualifier, this is a National Rule; NO EXCEPTIONS.

BONUS POINTS - Two (2) bonus points will be awarded in 8-Ball; one (1) bonus point for ladies 8-ball, ten (10) bonus points in 9- Ball, and five (5) bonus points in Masters if the following criteria are met.

- Each team must fully and legibly complete the team's score sheets and collect all fees due for the week. The fees must be placed in the lockbox at the drop-off location and NOT left in the team packet, weekly team fees may also be paid electronically. **The full team number must be written on the Weekly Fee Envelope.**
- The VISITING team is responsible for picking up BOTH teams' packet's, **each team will be responsible for making sure that their own team packet is at the drop off location** no later than 7:00 p.m. the day after the team's scheduled match. If the home team allows the visiting team to return their packet and the visiting team fails to drop off the packet on time, the home team will also lose their bonus points. The same applies if the home team is dropping off the visiting team's packet and it does not arrive on time.
- Team Captains should initial the opponents score sheet to verify that he/she has counted, and verifies the opponent's fees.
- It is also permissible, though not required, for Team Captains to get their opponent to sign the fee envelope after it is sealed.
- Any profanity or derogatory statements written on the score sheets will result in an automatic loss of the bonus points.
- Cheating or misrepresentation of the facts or the scores for a match.
- Repeated sportsmanship violations.
- Observed and substantiated instances of sandbagging by a Handicap Review Board member, or the League Office.
- Instances of fighting, abuse (verbal or physical), and/or inappropriate conduct is found to be true with any individual within a Host Location.

A team could lose Points if any of the following occur:

- Any check is returned and/or remains outstanding.
- The team or players have outstanding past due fees. (The League Office will always work with a team or player to collect past due fees).

LOST SCORESHEETS AND/OR PACKETS - Team Captains should print out and keep two blank scoresheets for use in the event that the scoresheet and/or team packet are lost. Weekly scoresheets are available through member services and can be printed out by anyone that has a member services account. In the event of a lost packet, you are still required to turn in a scoresheet with the proper amount of League dues, including weekly dues and membership fees with completed applications.

ABBREVIATIONS: to better communicate game results, please use the following abbreviations:

- | | |
|-----------------------|-----|
| • Scratch on 8 | SO8 |
| • 8 Ball Wrong Pocket | 8WP |
| • Did Not Mark Pocket | DMP |
| • Early 8 | E8 |
| • 8 on the break | 8OB |
| • 9 Break and Run | BR |
| • 9 On the snap | 90S |
| • 9 Break & Run | BR |
| • No Defense Shot | NDS |

FORFEITS - If a team fails to show up for a match, the opposing team (providing 5 players are present) will receive 10 points plus 2 bonus points in 8-Ball, and 75 points plus 10 bonus points in 9-Ball, provided all bonus point requirements are met. Ladies teams will receive 6 points plus 1 bonus points; and Masters will receive 15 points plus 5 bonus points. Full team forfeits during the last 4 weeks of any session will be worth 6 points plus 2 bonus points in 8-Ball, 60 points plus 10 bonus points in 9-Ball, 4 points plus 1 bonus points in ladies and 14 points plus 5 bonus points in Masters.

- 5 team members must sign the scoresheet for the match they would have played to prove they were present at the match to receive points for the match. (3 players must sign for Masters and Ladies).

Teams who do not show up for 2 consecutive weeks will be considered dropped from the League and a new schedule will be issued. Dropped teams, and players that owe fees will forfeit all benefits, trophies, & awards. Teams that are dropped for this reason will owe the balance of all weekly fees for the remainder of that session.

DROPPED TEAMS - Teams that drop out after a session has started will owe the balance of all weekly fees for the remainder of that session. If the balance is not paid in full, then each player who wishes to continue participating in the APA will have to pay their prorated portion of the uncollected fees before returning; all players on the team will be suspended until their fees are paid in full. This applies even if the player is on more than one team, and remains active on the other team(s). Any team finishing a session and still owing uncollected weekly fees will pay the balance the first week of the following session.

LATE JOINING TEAMS – In divisions containing a bye the League Office may add teams to the division after the start of the session. Teams added in this manner will be awarded point for each week that it would have been scheduled to play from the start. In fairness to the teams already playing in the division, NO new team shall receive and start out with more points than the actual win points of the last place team in the division. 8-Ball & 9-Ball teams will be given 10 less points than the last place team and Masters will be given 5 points less than the last place team. In all cases, the division schedule shall be adjusted to include the new team(s) and every attempt will be made to adjust it in such a manner as to not cause teams to repeatedly play the same teams.

BREAKING DOWN CUE STICK – Breaking down a cue stick during a match is not considered concession of the match. However, if a player verbally concedes a match to their opponent and the opponent continue to shoot and misses, the player who conceded WILL be allowed to continue to play, even if they have broken down their cuestick.

BALL IN HAND FOULS - The "Ball in Hand Fouls" are listed in the Official Team Manual. These are the ONLY fouls resulting in ball in hand. Any other type of violation of the rules is a sportsmanship violation. **IT IS THE RESPONSIBILITY** of the team calling a foul or other rule violation to have their Official Team Manual or by-laws with them at the match site . . . and to be prepared to show the opposing Team Captain where in the Official Team Manual or by-laws it states that a rule violation or foul has occurred.

SPORTSMANSHIP - Point Blank Ignorant, rude, intimidating and abrasive individuals with attitudes will be “politely” asked to leave the APA and find another League to disrupt! Repeated violations or continued disruption of the League can lead to penalties, loss of points and/or suspensions. We’re here to play pool and have fun; bad, inappropriate and unacceptable behavior will not be tolerated from anyone.

If the shooting player does not speak English, they are allowed to speak in their native language but only with the coach during a time out. Anyone else on the team speaking in a foreign language during the time out may be subject to penalties.

COMPLAINTS - Sportsmanship or handicap complaints must be submitted in writing, either the night of play or within twenty-four hours of play.

BYES - When a new team is added to the schedule in the first 4 weeks of a session, make-up matches will be scheduled between the new teams and those teams who had byes during the first 4 weeks. The make-up matches will then be scored to allow everyone an equal chance at the total points available in the session. This will also give all players the best opportunity to meet the number-of- matches-played eligibility requirements in regards to playoffs and the NW Dallas APA World Qualifier. Weekly fees are due on make- up matches when the match is completed.

Beginning the 5th week, (8) points plus (2) bonus points will be awarded for all byes in the 8-Ball League and (60) points plus (10) bonus points will be awarded for all byes in the 9-Ball League, (4) points plus (1) bonus point will be awarded for all byes in Ladies 8- ball division.

TIME-OUTS – A time out has been called as soon as the player's coach or any other team member asks the player if they want a time-out, or suggest to the player to take a time out. Time-outs should not exceed 1 minute; there is no coaching or time outs in Masters Format. See the Official Team Manual for more information regarding coaching.

LAGGING – The cue ball may not be used to lag.

MARKING THE POCKET - A marker will be used when shooting the 8-ball to let your opponent know which pocket you are calling (8-Ball formats only). The pocket marker should be something that is foreign to the pool table and you should not use table chalk, money, drinks, lit cigarettes, weapons (including pocket knives), or any item deemed inappropriate by the Local League

Office.

Note: Using an inappropriate pocket marker is not a loss of game, it is a sportsmanship violation.

TABLE SELECTION: the visiting team will choose the table to be played on, but can only choose one table should teams split tables. In divisions where teams play on different size tables, the visiting team still has the right to choose the table however they must select a table that the home team would normally play on; 'for example' home team plays on 8' tables but there are 7' tables at the home teams host location, the visiting team plays on 7' tables, the visiting team will select an 8' table to play that nights match. **You may not select a table that is occupied by a team or individuals that your team is not playing.** In locations that have multiple tables each team gets one (1) table; one for the team match and one for a practice table. Teams will have to share a practice table with their opponent. Teams that get more than one table to practice on will be asked to vacate the table.

PLAYING A PLAYER TWICE –This rule applies to ALL FORMATS, including Masters. **PLAYBACKS:** In the event that a team shows up for a League match and knows they will not have a full field of 5 players, they may use a playback. The opposing Team Captain must be notified at the start of the match that the team will likely use a playback. The team that has all of their players will choose a player from the team that is short to play again. The selection of the player playing twice must be done at the beginning of the night, and that player will playback the last match of the night. After the 1st four (4) weeks of play teams do not have to allow a team to play a player twice. Details are as follows:

A: When an opposing team chooses a player to play twice, then that player chosen must be able to meet the requirements of the Team Skill Level Limit rule (23-Rule or 13-Rule for Ladies). Moreover, the team who is short players must prove that they have another player on their roster that could have legally played. If they do not, they must forfeit the last race. For example, a team has 6 people on their roster with listed skill levels of 6, 6, 5, 4, 4, & 3. On this particular night they have only 4 players show up and play...6, 6, 5, & 3, which equals 20. Even though playing the 3 again would only add up to 23 the 3 cannot play because the other two players on the team roster are both 4's and had one of them been present and played they would have violated the "23"-Rule. Therefore, in this case they must forfeit the last race. However, had one of the "4's" been a "3", an N/R", or a "2", then yes the "3" could be legally chosen to play again. In fact, only the "3" could be chosen as any one of the others (6, 6, or 5) would add up to a "23"-Rule violation. The opposing team cannot force the team over the Team Skill Level Limit and then call a violation.

B: The team who is short player(s) will have absolutely no "say-so" regarding who is to be chosen from their team to play again. The decision of who plays will be totally up to the team who has all their players present. Regarding who pays and how much is up to the team whose player is playing twice. Usually, the cost is spread among those present, but that is a team decision. The entire weekly team fee must be paid and turned in to receive any Bonus Points.

C: Only one (1) single playback for each team is allowed during a match.

D: THIS RULE IS NOT TO BE USED DUE TO A TEAM BEING UNABLE TO FIELD 5 PLAYERS WITHOUT VIOLATING THE TEAM SKILL LEVEL LIMIT RULE (23-RULE). If a team has 5 or more players present at a match who in any combination would violate the 23-Rule, then they have to play 4 players and FORFEIT the 5th match point. (Even if there is a team member on the roster who could have played had they been present.) IN ALL CASES, a team must play only the combination of players that proves that they could legally meet the 23-Rule. If there is no such combination on their entire roster then they are allowed to play four to nineteen and then forfeit the last race.

E: No one from the team who is missing players is allowed to leave the site before the playback person is chosen without first notifying the opposing team captain with a legitimate excuse. EXCEPTION: A player may leave if they cannot be chosen to do the playback because of the "23"-Rule.

F. The team using the playback rule cannot change their lineup of players for the night if someone from their team shows up later in the evening and the opposing team was not informed at the beginning of the night that they would be available for play.

No player will be allowed to play twice during Playoff matches.

PLAYER SELECTION - has been made for a particular match as soon as the opposing team has been notified of the player, by any team member, and cannot be changed unless it is determined that the Team Skill Level rule (23-Rule or 13-Rule for Ladies) will be violated. Team Captains should watch for the Team Skill Level Limit violation prior to the team choosing their players.

SPLITTING TABLES – During regular weekly play, teams may split tables at official League time plus two hours. Failure to split tables when asked can result I a forfeit of the match & a loss of bonus points.

Teams may split tables during Playoffs; however, the matches will be scored as they were called numerically, not as they conclude.

DOUBLE JEOPARDY DIVISIONS: "Situations will arise during League play that requires written rules as so all teams are aware of these special circumstances and how to deal with them properly. It is the Team Captain's responsibility to make sure

they are not leaving the same player to play both formats last. In the event that this does happen, the 5th individual will be a forfeit.

Double Jeopardy Splitting Tables - Teams playing in a Double Jeopardy division may only double up in one format because of table availability. The League Office understands that either format may or may not take as long as the other. In the interest of sportsmanship and sometimes uncontrollable circumstances, if both teams agree to wait this can be waived, but BOTH teams must agree. It will be left up to the teams involved to decide which format they want to double up in if and when asked; please use a common sense approach to this issue. Teams that are doubled up in one format will not be required to double up in the second format. Teams may only double up 2 hrs after official start time.

DEFENSIVE SHOTS – A Defensive Shot is defined as a shot taken by a player with **NO INTENT** to pocket a ball. The determination of intent is at the discretion of the score keeper. Defensive Shots will only hurt players when they are not marked properly. Disqualifications happen every year at the APA World Pool Championships because players are ranked lower than they should be and it is most often a direct result of Defensive Shots and safety shots not being marked during regular League play. The League Office encourages and requests all players to declare their defensive or safety shots during a match. It is highly recommended that ALL teams have a least one higher level player (5 or above) keeping score or have them sit with a lower level player to advise them on what Defensive Shots are. It is extremely rare when a higher level player plays a match with another higher level player and there were few or NO Defensive Shots taken. Or a match with several innings regardless of skill level has few or NO Defensive Shots. Safeties or handing of the cue ball to the opponent are forms of Defensive Shots and must be marked as such. Obvious instances of unmarked defensive shots may lead to skill levels being raised by the League Office.

NOTE: If no Defensive Shots are made in a match, it must be noted in the defensive box on the scoresheet by making DNS for each player. At the end of each individual match, the scorekeeper must write in the number of Defensive Shots taken by each player and circle that number.

ELECTRONICS – **No cell phones, ear buds or blue-tooth devices** at the table during play, (this includes Team Captains and coaches approaching the table during a time out). If your cell phone rings, have someone else answer it. The reason for this rule is to keep the game moving in a timely manner. If you are on your cell phone or have any means of conversing while you are playing, the other team could argue that you may be receiving illegal coaching.

HOLIDAYS – Some dates of play may fall on National holidays such as Memorial Day, Labor Day & the 4th of July. Teams will be allowed to reschedule and granted the reschedule by the opposing team when asked. Matches can be played in advance by notifying the League Office and requesting the scoresheets. (See the RESCHEDULED MATCHES SECTION of the Bylaws.)

SEVERE WEATHER – Occasional severe weather conditions or travelers advisory warnings come to the Dallas area and are reason enough for rescheduling team matches. A team requesting to reschedule for severe weather will be granted this request. Please contact the opposing Team Captain to discuss play or rescheduling and contact the League Office for assistance with rescheduling of these matches.

RESCHEDULED MATCHES - must be made up within two (2) weeks of the original match, unless pre-approved by the League Office. If not made up within two weeks, zero points will be awarded to both teams. Weekly Fees will be due for these matches at the time of play. The League Office must be notified by BOTH TEAMS of any rescheduled matches at least 48 hours (2 days) in advance. If a team needs to reschedule a match in the last 4 four weeks of regular session play, the match(es) must be played in advance. Teams advancing to the APA World Pool Championships (WPC), or the Aloha Challenge will need to reschedule matches with their opponents and play them in advance if they fall in the last 4 weeks of the Summer session for WPC or Spring Session for The Aloha Challenge... If a team is in playoffs and the team is attending the APA World Pool Championships they will be allowed to do a makeup match for playoffs (will be determined on a case by case bases).

If you are the team asking for a reschedule, then you must be willing to go to the opposing teams Host Location to play, if requested. If a team walks out in the middle of a match, or for some reason refuses to play, that team will forfeit all points unless the team discusses the situation with the League Office PRIOR TO leaving the location. **PATCHES** – Patches and how to earn them are listed on the website at www.nwdallas.apaleagues.

MVP – MVP points in 8-Ball or 9-Ball are awarded by winning matches.

MVP is calculated by the number of points earned divided by the number of points available (PA).

Example in 8-Ball: In every 8-Ball match, you have 3 points available to win. If you play 10 matches, you have 30 points available to win (3x10). If you win a total of 13 points in those 10 matches then the calculation is: $13 / 30 = 0.43$ or 43%.

This means that you won 43% of the point's available (PA) to you during the session.

Example in 9-Ball: In every 9-Ball match, you have 20 points available to win. If you play 10 matches, you have 200 points available to win (20x10). If you win a total of 162 points in those 10 matches then the calculation is: $162 / 200 = 0.81$ or 81%

This means that you won 81% of the point's available (PA) to you during the session.

Points accumulate over each Session of regular weekly play, not including playoffs, and are tracked by Skill Level. A MVP trophy will be awarded in each Division to the player who earns the most MVP points in each of three Tiers—Skill Level 1/3, Skill Level 4/5, and Skill Level 6/9. Ties will be broken in the following order: Total number of matches played, win percentage, performance points, lifetime win percentage.

Players must play a minimum of 6 matches during the regular session on their team to be eligible for the division MVP award regardless of the format they play.

MVP points will be based on a player shooting only once per team match. Since an opposing team should not be penalized by allowing another team to play someone twice during the first four weeks of the session, when a player plays twice in a team match only the 1st score will be used for MVP calculation and the 2nd score will be discarded.

MASTERS MVP – Masters MVP points are awarded by winning games, i.e. if a player wins 6 games in a Masters match, the player is awarded 6 points. A MVP trophy will be awarded in each Masters Division to the player who earns the most MVP points. If there is a tie for first place, the tie will be broken by the highest winning percentage. If a tie still occurs, the MVP will be awarded to the player who has played the most matches.

Masters MVP points will be based on a player shooting only once per team match. Since an opposing team should not be penalized by allowing another team to play someone twice, when a player shoots twice in a team match, the lowest score will be discarded and the highest score will be used. Therefore, no player is able to earn more than 7 points in any team match

COMMON PLAYERS - When two or more teams have qualified for the NW Dallas APA World Qualifier and there are common players to the teams, those teams will be matched against each other first, if possible. The players that are common to those teams will sit out only the match in which he/she is common and let only those who are not common conduct the match. See the Official Team Manual for more details.

ETIQUETTE – Any player not representing the best interest of the NW Dallas APA will be notified of such and may be disciplined if deemed necessary. This is a fun League and a few players will not be allowed to spoil League play for everyone else. Observing the few simple etiquette rules below will make everyone's experience a little better; these rules apply to any game or format of pool you may be playing. The following are examples of sharking and will not be tolerated.

- Please do not sit on, drink, eat at, or smoke over the pool table.
- Do not stand in a shooter's view or line of shot during a shot.
- Do not stand next to the table while someone is shooting.
- Do not walk up to a table while an opponent is shooting to pick up chalk or any other item.
- Do not talk to your opponent while they are shooting.

SHARKING - No sharking will be tolerated: This is a sportsmanship violation and can result in penalties including loss of points, penalty points, and can result in suspension. This League centers on fun and competition. Competition is displayed playing pool not by making unsportsmanlike comments towards your opponent.

1. Teams and players should not be talking about an opponent's skill level during their match. Whether joking or not, it has an effect on the player's performance. (I realize that some players do not take offense to this however, if you are not sure, just don't do it.)
2. If a player is written up for sharking (loud enough for the player or other team to hear) an official warning letter will be sent out. If it happens again, the guilty party will be subject to possible suspension by the BOG.

BANNED PLAYERS - If a player has been banned from an APA location the team must play without that player. The APA does not have the right to insist that an APA player be admitted to that Host Location.

Remember to treat your opponent as you would like to be treated, pay attention to the match, be ready to shoot when it's your turn, limit coaching to one minute, use common sense when it comes to the rules, and above all have fun!

FALSIFICATION OF SCORESHEET - Any team caught sandbagging or sending in falsified scoresheets will be subject to any penalties determined by the Board of Governors and the League Operator including but not limited to suspension.

LATE FEES – Any team that falls two weeks behind in paying their dues may be dropped from the League for nonpayment. Dropped teams will forfeit all benefits, trophies, & awards. Teams with past due fees will NOT receive bonus points, patches, trophies, awards of any kind, and will NOT be eligible to participate in tournaments or other events hosted by NW Dallas County APA until the late fees have been paid.

RULE BOOK EXCEPTIONS - Masse and jump shots are legal if the house rules do not "disallow" them. Check with the owner or club manager. See the Official Team Manual for more information on jump shorts. Jump cues are not allowed.

DEFINITIONS - A week of play ends when a team's packet is due for that week's play. For example, your team plays its 4th weekly match on Monday; your 4th week of play ends at 7:00 p.m. the following day, on Tuesday.

MISCELLANEOUS – The cost of the tables will be split evenly between both players and teams no matter who wins or loses and regardless of their handicap. If a Host Location charges a greens fee, both teams owe the greens fee. A typical greens fee is \$10 for each team; each team gets 1 table (1 table is the match table and the 2nd table is a practice table to be shared by both teams).

AWARDS – We encourage all players who receive awards to be present during the awards ceremony or send someone to pick it up for you. Awards that are not claimed at the awards ceremony will be left at the host location where the awards ceremony was held. The league office will not be responsible for the awards after the awards ceremony.

SESSION PLAYOFFS – The session ending playoffs will begin the week following the last week of regular session play on the night the division plays. Playoff locations shall be based upon the top seed's home location, exception Ladies Alt Format. Players and teams shall be eligible for session playoffs based upon

- 1) All weekly fees and any other outstanding fees must be paid in full by the last week of the session.
- 2) No outstanding issues or team suspensions shall be present.
- 3) All players must have played a minimum of four (4) matches with the team that qualified for playoffs during the current session to be eligible to participate in session playoffs.

The total number of teams in a division determines the number of teams participating in the playoffs and whether a session division winner will receive an automatic bye into the Tri-Cups or the NW Dallas APA World Qualifier. The number of division teams will also determine in what finishing position teams will play in the playoffs.

The League Office will conduct a seeding/Wild Card draw immediately following the end of regular session play. Once the draw has been completed, the Playoff Schedule shall be posted on the NW Dallas APA website at <http://nwdallas.apaleagues.com>.

AWARDS & TROPHIES – 9-BALL and MASTERS (see below for Open 8-Ball)

An individual player must have a minimum of four (4) matches played with their team to qualify for an award.

Divisions with 4 teams:

At the end of each session, the 1st place team in standings will play a wild card team to qualify for entry into the NW Dallas APA World Qualifier. In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

One week of Playoffs:

1st vs. Wild Card

1st Place receives:

Individual trophies

Division Champs title

Eligibility into the NW Dallas APA World Qualifier

Divisions with 5 teams:

At the end of each session, the 1st place team in standings will play a wild card team and the 2nd place team will play the 3rd place team. The second week of playoffs the winners of those matches will play to determine Division Champs. One team will qualify for entry into the NW Dallas APA World Qualifier.

First week of Playoffs:

1st vs. Wild Card

2nd vs. 3rd

Second week of Playoffs the winners of those matches will play each other to determine 1st place in the division.

1st Place receives:

- Individual trophies
- Division Champs title
- Eligibility into the NW Dallas APA World Qualifier
- Host Location receives a trophy (unless the Host Location does not allow it)

Divisions with 6-11 teams:

At the end of each session, the 1st place team is exempt from competing in the Playoffs and advances to the NW Dallas APA World Qualifier. The first week of Playoffs, the 2nd place team will play a wild card team and the 3rd place team will play the 4th place team. The second week of Playoffs, the winners of those matches will play each other to determine 2nd place in the Division. Two teams will qualify for entry into the NW Dallas APA World Qualifier.

First week of playoffs:

- 2nd vs. Wild Card
- 3rd vs. 4th

Second week of Playoffs:

The winners of those matches will play each other to determine 2nd place in the division

1st Place receives:

- Individual trophies
- Host Location receives a trophy (unless the Host Location does not allow it)
- Division Champs title
- Eligibility into the NW Dallas APA World Qualifier

2nd Place receives:

- Individual trophies
- Eligibility into the NW Dallas APA World Qualifier

Divisions with 12-16 teams:

At the end of each session, the 1st place team is exempt from competing in the Playoffs and advances to the NW Dallas APA World Qualifier. The first week of Playoffs, the 2nd place team will play Wild Card #1 and the 3rd place team will play Wild Card #2, the 4th place team will play the 7th place team and the 5th place team will play the 6th place team. The second week of Playoffs the winners of those matches will play each other to determine 2nd and 3rd place in the Division. Three teams will qualify for entry into the NW Dallas APA World Qualifier.

First week of playoffs:

- 2nd vs. Wild Card #1
- 3rd vs. Wild Card #2
- 4th vs. 7th
- 5th vs. 6th

Second week of Playoffs:

The winners of those matches will be re-seeded the following week to determine who will play each other. The highest team in the point standings will play the lowest to determine 2nd place in the division, while the second-highest in point standings will play the remaining team, to determine 3rd place in the division.

1st Place receives:

- Individual trophies
- Division Champs title
- Eligibility into the NW Dallas APA World Qualifier
- Host Location receives a trophy (unless the Host Location does not allow it)

2nd Place receives:

- Individual trophies
- Eligibility into the NW Dallas APA World Qualifier

3rd Place receives:

- Individual trophies
- Eligibility into the NW Dallas APA World Qualifier

AWARDS & TROPHIES – Ladies alternate Format ONLY

An individual player must have a minimum of four (4) matches played with her team in the Spring Session (Jan – May) and skill level must be based off of 10 scores to advance to a Higher Level Tournament. Some formats may require player to have 20 scores to advance to a Higher Level Tournament.

Ladies Divisions Alternate Format:

Divisions with 4-6 teams:

Playoffs will be played in one weekend.

Round 1 of Playoffs:

- 1st vs Wild Card
- 2nd vs. 3rd

Round 2 of Playoffs:

The winners from the 1st round matches will play each other to determine the Division Champions: 1st Place Receives:

- Individual trophies

Division Championship Title and all awards that come with the title 2nd Place receives:

- Individual trophies

Divisions with 7-11 teams:

At the end of each session the 1st place team is exempt from competing in the Playoffs and advances to the NW Dallas APA World Qualifier

Round 1 of Playoffs:

- 2nd vs. Wild Card
- 3rd vs. 4th

Round 2 of Playoffs:

The winners will play each other to determine 2nd place. Both teams will advance to the NW Dallas APA World Qualifier. The losers from the 1st round matches will play each other and the winners will advance to the NW Dallas APA World Qualifier

1st Place Receives:

- Individual trophies
- Division Championship Title and all awards related to title

2nd Place receives:

- Individual trophies

Divisions with 12–16 teams:

At the end of the session, the 1st place team from each division is exempt from competing in the Playoffs and will advance to the City Championship. Playoffs will be played in one weekend

- 1st Round of Playoffs
- 2nd vs. Wild Card #1
- 3rd vs. Wild Card #2
- 4th vs. 7th
- 5th vs. 6th

2nd Round of Playoffs

The winners from the 1st round matches will play each other to determine 2nd thru 5th place in the division. All 4 teams will advance to the World Qualifier.

The losers from the 1st round matches will play each other to determine the 6th and 7th place teams that will advance to the NW Dallas APA World Qualifier.

1st Place receives:

Individual trophies
Host Location Trophy (unless the Host Location does not allow it)
Eligibility into the NW Dallas APA World Qualifier

2nd Place receives:

Individual trophies
Eligibility into the NW Dallas APA World Qualifier

3rd & 7th Place receives:

Eligibility into the NW Dallas APA World Qualifier

Weekly Fees must be current for any teams and/or players to enter the Session Playoffs, Singles, and/or the NW Dallas APA World Qualifier.

AWARDS & TROPHIES – OPEN 8-BALL ONLY

An individual player must have a minimum of four (4) matches played with their team to qualify for an award.

Playoffs: Divisions with 4 teams:

At the end of each session the 1st place team in standings will play a wild card team to determine Division Champs and will qualify for entry into that session's Tri-Cup. In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

1st vs. Wild Card

Champions receive:

Division Champs title
Eligibility into Tri-Cup
Individual trophies

Divisions with 5 teams:

At the end of each session the 1st place team in standings will play a wild card team and the 2nd place team will play the 3rd place team. The second week of Playoffs the winners of those matches will play to determine Division Champs. One team will qualify for entry into that session's Tri-Cup.

First week of Playoffs:

1st vs. Wild Card
2nd vs. 3rd

Second week of Playoffs the winners of those matches will play each other to determine 1st place in the Division.

1st Place receives:

Division Champs title
Individual trophies
Eligibility into Tri-Cups
Host Location receives a trophy (unless the Host Location does not allow it)

Divisions with 6-11 teams:

At the end of each session the 1st place team is exempt from competing in the Playoffs and advances to that Session's Tri-Cup. The first week of Playoffs the 2nd place team will play a wild card team and the 3rd place team will play the 4th place team. The second week of Playoffs the winners of those matches will play each other to determine 2nd place in the Division. Two teams will qualify for entry into that session's Tri-Cup.

First week of Playoffs:

2nd vs. Wild Card
3rd vs. 4th

Second week of playoffs:

The winners of those matches will play each other to determine 2nd place in the division.

1st Place receives:

- Individual trophies
- Division Champs title
- Eligibility into Tri-Cup
- Host Location receives a trophy (unless the Host Location does not allow it)

2nd Place receives:

- Individual trophies
- Eligibility into Tri-Cup

Divisions with 12-16 teams:

At the end of each session the 1st place team is exempt from competing in the Playoffs and advances to the Tri-Cup. The first week of Playoffs the 2nd place team will play Wild Card #1 and the 3rd place team will play Wild Card #2, and 4th will play 7th, and 5th will play 6th. The second week of Playoffs the winners of those matches will play each other as shown below to determine 2nd and 3rd place in the division. Three teams will qualify for entry into that session's Tri-Cup Tournament.

First week of Playoffs

2nd vs. Wild Card #1

3rd vs. Wild Card #2

4th vs. 7th

5th vs. 6th

Second week of Playoffs:

The winners of those matches will be re-seeded the following week to determine who will play each other. The highest team in the point standings will play the lowest to determine 2nd place, while the second-highest in point standings will play the remaining team, to determine 3rd place in the Division.

1st Place receives:

- Individual trophies
- Division Champs title
- Eligibility into Tri-Cup
- Host Location receives a trophy (unless the Host Location does not allow it)

2nd Place receives:

- Individual trophies
- Eligibility into Tri-Cup & trophies

3rd Place receives:

- Individual trophies
- Eligibility into Tri-Cup

TEAM QUALIFICATIONS FOR the NW Dallas APA World Qualifier:

- All players must be a current member of the APA in order to participate in any APA event hosted by the NW Dallas County APA. This includes but not limited to
- Tri-Cups, NW Dallas APA World Qualifier, & APA World Pool Championships
- Teams and players that have qualified for the NW Dallas APA World Qualifier will be required to be an active member playing on a team during the Summer session in the NW Dallas County APA in the format they qualified.
- Weekly Fees must be current for teams and/or players
- Teams and players that owe money or that are not in good standing with the Local League Office will lose eligibility for higher level tournaments.
- Qualified teams and players that drop from the schedule in the Summer session will lose their eligibility to compete in any higher level tournaments **NO EXCEPTIONS:**

In the Summer of every year, each team that qualified in the session Tri-Cup (8-Ball) will compete in the NW Dallas APA City Championship. Winners will have earned the right to compete for their share of the prize fund and a slot in the APA World Pool Championships held every year in August at the Westgate Resort and Casino in Las Vegas, Nevada. Currently two 8-Ball teams

and one 9-Ball team will advance to the APA World Pool Championship in Las Vegas.

APA World Qualifier format is Modified Single Elimination for 8-Ball & 9-Ball. This means each team will have the opportunity to play twice, but not necessarily lose twice. Each winning team will receive individual trophies and Travel Assistance to Las Vegas for the APA World Pool Championship.

TRAVEL PACKAGE – Teams that win the NW Dallas APA World Qualifier to advance to the APA World Pool Championship in Las Vegas, Nevada will receive a Travel Assistance Package. These funds are to assist with travel expenses. The Travel Assistance Package is not prize money. If an eligible team, or any member of that team, should decide not to go to the APA World Pool Championship, that team or member will forfeit their travel funds. Any player that is given Travel Assistance to attend an event and does not attend will be required to repay the Local League Office their portion of Travel Assistance

These Local Bylaws are subject to change.

Approved