



## **LOCAL BYLAWS**

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### **Introduction**

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

This document explains the structure of the League at a Local Level and should be used in conjunction with the Official Team Manual on the APA Member Services App and poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.®**

Please read these Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All Local Bylaws with dates prior to the revision date of this document are null and void.

## Section 1: Local League Information

### Refusal to Do Business With

At any time, at the sole discretion of the League Operator, Tarrant County APA can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, player who are unwelcome in the league will be those who are disruptive to the league, repeatedly complain about handicaps or who otherwise deride the league in public.

### Age Requirements

You must be 18 years of age or older to compete in Tarrant County APA. It is the responsibility of the Team Captain to make sure that the players on their team are of the legal age and can play in the Host Locations within their division. The League Office will not be responsible for falsified applications or the inability of a player to not be allowed into a Host Location to play matches.

### Office Hours

League Office hours are Monday through Friday, 11 AM to 9 PM. If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible. You may also email: [BuyTheMoonAPA@gmail.com](mailto:BuyTheMoonAPA@gmail.com).

### Holidays

The only holidays for which there will be **NO** League play scheduled are New Years Day, Easter, Memorial Day, July 4<sup>th</sup>, Labor Day, Thanksgiving, Christmas Eve and Christmas Day. Should matches be schedule on other holidays, rescheduling MAY be allowed if the conditions of rescheduling of matches are met as defined in these bylaws.

### Website

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

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Tarrant County APA events
- b) Set up your Member Services Account to:
  - View schedules, team rosters, standings and individual records for your division; and
  - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page at your APA of Tarrant County where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

**Even if you don't sign up for your Member Services Account, please make sure we have your email address on file.** All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep you up to speed on what is happening at all times, be it upcoming Playoff

match locations, wild card picks, tournaments or any other information you and your team need to know about the League.

### **Team Fees**

Team Fees are \$40 per week (\$70 for Double Jeopardy) regardless of the number of matches played, **including forfeits**. Full Team Fees must be paid for Playoff matches and forfeit. All matches should be paid thru the American Poolplayers Association App at the time of match play, but no later than **7 pm** the following day. If you are unable to pay on the APA App, as the League office is not responsible for cash, we recommend you pay fees by check, please make your check payable to Tarrant County APA. Only checks of current team players will be accepted. There will be a \$35 charge for any returned checks, plus a loss of bonus points.

### **Team Packets**

How are scoresheets delivered and picked up?

Packets for the upcoming week of League play will generally be delivered to the Pick Up/Drop Off locations 24 hours prior to the start time for a division. Packets are to be returned to the Pick Up/Drop Off locations no later than **7 pm** of the day following the day of regular scheduled play.

Packets and monies returned to a drop off location **after 7 pm** of the day following the regularly scheduled match play will result in a warning being given for the first offense to the team responsible for handling the drop of the packets. Multiple offenses by a team **WILL RESULT IN LOSS OF ALL BONUS POINTS** for that week of play. **THE POINTS ARE NOT RECOVERABLE!**

### **Bonus Points**

Bonus Points are just that – an extra benefit that **CANNOT** be taken for granted that it will be given every week. Three (3) bonus points will be awarded in 8-Ball and ten (10) points in 9-Ball if the following criteria are met:

- The score sheet must be legibly completed and the Sportsmanship Rating for the opposing team must be completed.
- Innings are filled in for every game as well as totaled for each match.
- All play numbers are entered on the scoresheets
- The winner and loser of every game is marked as well as the scores completed for the match.
- Final match score is filled in
- Scoresheet is signed by both teams
- Monies have been paid on the App at the time of play.
- Annual membership fees must be paid at the time a player plays their first match.
- Packets must be returned to the drop off/pick up location by **7 PM** of the day following play.

A team may lose Bonus Points if any of the following occur:

- Failure to return packets to the drop off/pick up location by **7 PM** of the day following play.
- Monies are not paid on the American Poolplayers Association by **7 PM** of the day following play.
- Playing a player that has not paid their annual membership dues.
- Adding a player without submitting a completed membership form or completing their membership online at poolplayers.com.
- Sportsmanship violation.

- Playing players more than once a night after the fourth week of play. Exceptions may be approved by the League Office for new team being added to a division following the start of a session. **ONLY** the League Office shall have the right to approve an exception as stated.
- Instances of fighting, abuse (verbal or physical) of players, management or equipment, and/or inappropriate conduct is found to be true with any individual within a Hose Location. You are representing your team, the division you play in, the League Office, and the National APA and your actions are a reflection on all of us.
- Cheating or misrepresentation of the facts or scores for a match.
- Observed and substantiated instances of sandbagging by a Handicap Review Board member, a Division Representative, or the League Office.
- Failure of a team that has at least one player present at the scheduled match start time (as shown on the scoresheet) to start the match.
- Any team that receives a warning for matches ending after 4 ½ hours of the scheduled start time will lose their bonus points for each subsequent occurrence – see Official APA Official Team Manual for Guidelines.

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

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the Playoffs and/or the opportunity to compete in tournaments.

### **Bonus Points for Bye Weeks**

Whenever a division has an odd number of teams one team each week will not have a match. In this instance, the team with the bye shall be given the following points for the week (including the bonus points a team would have received if all the paperwork was correct):

- 8-Ball: 8 Bye Points + 3 Bonus Points
- 9-Ball: 60 Bye Points + 10 Bonus Points

**Note:** All bye points will be scored after the 4<sup>th</sup> week of a new session. Teams do not need to submit paperwork or fees for bye weeks.

### **Past Due Procedures**

1. **First Week Past Due:** “PAST DUE” will be stamped on both scoresheets.
2. **Second Week Past Due:** “FINAL NOTICE” will be stamped over the top of the roster names/member numbers on both scoresheets for the past due team.
3. **Third Week Past Due:** The TEAM CAPTAIN will be made **INACTIVE** on scoresheet
4. **Fourth and Final Week Past Due:** Team name will be changed to “**Team Dropped Due to Non-Pay**” on the scoresheet.

### **Late Penalties**

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet and points will be taken away. Additionally, the Team Captain (and other players) may be marked ineligible to play by being made INACTIVE on the team. If payment is not received at this time the team will be given notification that they will be dropped from the League for non-payment. If the fees are not brought current by third week or arrangements made to pay the past due balance, the team will be

dropped. All players on the team will become equally responsible for the fees that are due, including fees for the remainder of the session, and will not be permitted to rejoin until their portion is paid.

### **Other Financially related issues:**

If a player on your roster has (\$\$\$) next to their name, it means there is a financial problem between the player and the League Office. There are a variety of possible reasons for the (\$\$\$). It is the responsibility of the player or the Team Captain to contact the League Office to determine the reason. Players with (\$\$\$) next to their name **CANNOT** play until the problem is resolved. If the player plays a match without 1<sup>st</sup> contacting the League Office, your team will automatically lose points: the bonus points and the points for that match. **These points are non-recoverable.**

**RETURNED CHECK POLICY** – If a player pays the League Office with a check and it is returned, there will be a \$35.00 Fee and the player will be required to make up the amount with a money order. Once a bad check has been received from a player, the League Office will reserve the right to refuse that player's check in the future.

### **Patches**

Patches are available for the following accomplishments:

- 8-on-the-Break: You make the 8-ball on the break.
- 8-Break-and-Run: You make at least one ball on the break and then run the rack.
- 9-on-the-Snap: You make the 9-ball on the break.
- 9-Break-and-Run: You make at least one ball on the break and then run the rack for ten points.
- First Match Patch
- Rackless: Your opponent didn't break during your match.
- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.
- Skunked: You win 20-0 in 9-Ball.
- I Beat a 7 (8 Ball) I Beat a 9 (9 Ball)
- I Beat the LO
- 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. (Only one per session will be awarded to a player.)
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.* (Only one per session will be awarded to a player.)

There are no limits on the number of patches you can earn in a session with the exception of the Mini Slam and Grand Slam, only one patch for each accomplishment per player per session. If you wish to receive a patch for an accomplishment, **make sure it is marked in the appropriate section on your scoresheet.** Patches will be awarded each time the player meets the criteria for earning a patch as long as the patch request is written on the score sheet.

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

## **Section 2: Local League Play**

### **Rule Violations/Fouls**

It is the "responsibility" of the team calling a foul or other rule violation to have their bylaws and Official Team Manual with them at the match site and be prepared to show the opposing Team Captain **where in**

**the bylaws** or **Official Team Manual** it states that a rule violation or foul has occurred. If it is not in writing the call is not valid – **end of discussion**”! Get the match back underway, play pool, and above all have FUN! **Point Blank** – Ignorant, rude, intimidating and abrasive individuals with attitudes will be “politely” asked to leave the APA and find another league to disrupt. Thanks for making the APA the best League in the world!

### **Start Time**

The normal start time is 7:00 pm for week night play and 1:00 pm for weekend session play, unless otherwise specified. Play will begin as soon as a minimum of one (1) player from both teams is present at the start time or within 15 minutes following the normal start time. Once play begins, it must be continuous; otherwise forfeits will be awarded to the team with players present.

### **Team Skill Level Limit (23-Rule)**

The skill level limit that your team can field in one night for 8- and 9-Ball is 23, so your team cannot play five (5) highly skilled players in one evening. If your team plays over the skill level limit, you will FORFEIT THE ENTIRE TEAM MATCH regardless of whether the scoresheets are signed. The League Office will make no exceptions to this rule.

### **Table Selection**

The visiting team shall choose the table to be used for match play.

### **Team Captain Responsibilities**

1. Know the rules in the Official Team Manual and the Tarrant County APA local bylaws.
2. Be responsible for the conduct of the team members and associates during league play.
3. Attend all Team Captains’ meetings, or assign a player from the team to cover if the Team Captain is unable to attend.
4. Read all League information and materials (tournament announcements, fliers, app notices, etc. and notify all team members.
5. Make sure all team members are aware of any schedule changes.
6. Record a list of phone numbers of all teammates. In the case of a schedule change, the League Operators will only notify the Team Captain.
7. Make sure the League Operators have current information on all players on the roster including cell or other contact phone numbers.
8. Make sure the team members are present and ready to play at the appointed time, and that they know ahead of time where they will play next.
9. Make sure the score sheet is complete, accurate and legible and that both teams have signed the score sheet.
10. Make sure the weekly fees have been paid on the APA Poolplayers App the night of play.

### **Adding/Dropping Players**

Teams may add or drop players from the roster at any time during the first four (4) weeks of the session while teams are stabilizing their rosters. Any changes must be made known to the opposing Team Captain **PRIOR** to the start of the first match. To add player, write their name on the score sheet and the word “**ADD**” next to it. Write “**DROP**” next to any players who are being dropped from the roster. When using **Electronic** score keeping, the play must create or have a current player number on the Poolplayers.com app and have paid the membership dues prior to starting the match. **After the fourth**

**week**, the League Office must approve players added and/or dripped from a team. No players shall be added to a team during the **last four (4) weeks of regular session play. NO EXCEPTIONS!**

### **Replay Rule – Playing a Player Twice in a Team Match**

**Team Match Play** in the General Rules section of the Official Team Manual states: **“YOU MAY ONLY PLAY ONCE** in a team match.” However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, the Tarrant County APA has chosen to adopt the Replay Rule approved by the APA National Office. During the first 4 weeks of the session this rule allows one player (the “Replay Player”) from a team (the “Replay Team”) to play twice on the same night in the following circumstances:

- The Replay 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).
- The Replay Team’s need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use/or potential need to use the Replay Rule **prior to the start of the match**. The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
- The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team can pick any player present except those whose play would cause the Replay Team to violate the Team Skill Level Limit rule (23-Rule) or the Limited Senior Skill Level rule. All players who are present must be available as a choice for the “replay” match. Opposing team **MUST** choose the Replay Player **before** the first match starts. Once the Replay Player has been selected by the **opposing** team, that **player’s Captain** may choose **when** to play the player in the matches. In other words, they can put them up any time they choose as if the player is two separate players.
- Both teams may utilize the Replay Rule on the same night if necessary.
- If a team chooses to play players more than once after the fourth week of the session, **both teams** will lose their bonus points. Exceptions may be approved for new teams being added to a division following the start of a session; **ONLY** the League Office shall have the right to approve an exception as stated.

**Playing Two Matches Simultaneously** – It is not allowed for a player to play two individual matches on two tables simultaneously. This applies to any format being played including two different formats such as Doubles and Masters or Double Jeopardy (8 and 9 Ball).

### **Lagging for the First Break**

Both players must use object balls to lag. Do not use any type of cue ball for the lag. Many cue balls are different in size or weight than the object balls.

### **Splitting of Tables**

If the third (3<sup>rd</sup>) match is not over by the “official league start time” plus two (2) hours and another table of the same size is available in the same establishment, the fourth (4<sup>th</sup>) and fifth (5<sup>th</sup>) matches **WILL** be “split” as stated in the Official Team Manual. Teams may “split” tables sooner if **BOTH** Team Captains agree. A division start time of 7:00 pm means 9:00 pm is when tables will be split.

### **Rescheduling Matches**

On occasion, a match may need to be rescheduled due to inclement weather, conflicts with other pre-qualified League obligations, or other reasons. You are required to reschedule a match if your match conflict with your opponent’s other pre-qualified League obligations and the opponent requests rescheduling. If you plan to reschedule a match, due to inclement weather, or for other reasons, **you must notify the Local League Office.**

Please use the following procedure:

1. Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule.
2. Work with your opponent’s Team Captain to select a date and time to play the rescheduled match. Rescheduled matches must be played within two (2) weeks of the original scheduled match date. No make-up matches will be allowed in the last two (2) weeks of the session, unless the Local League Office grants an exception, which will only occur as a result of special circumstances.
3. Teams must pay for the rescheduled match **by the original scheduled match date** or the non-paying team will not be awarded bonus points.
4. Team Captains will use **CURRENT SKILL LEVELS** when playing any makeup matches.

**NO** matches may be rescheduled for two teams if any of the following applies for either team:

- Either of the teams involved in the request to reschedule has another match currently outstanding other than a match pending as a direct result of a new team being added or a bye filled by the League Office.
- Either of the teams is behind in weekly League fees or has had an outstanding past due amount for the two (2) weeks prior to the match to be rescheduled.
- During the last two (2) weeks of a session or week of Playoffs rescheduling of matches will **NOT** be allowed. The only way to reschedule a match occurring in the last two (2) weeks of the session is to play the match in advance.
- All rescheduled matches and partial matches **MUST** be completed prior to the last two weeks of the session – no exceptions.
- League Office can make exceptions only for extenuating circumstances. Any request that is found to be based upon false information or lies will find the offending team being penalized.

### **Inclement Weather**

The safety of our players is very important to us; however, sever weather may only affect **certain** areas of our league or none at all. If sever weather occurs, **BOTH** Team Captains should contact the Host Location where the match is scheduled to check if they will be open or not. If the location is going to remain open but **BOTH** Team Captains agree the weather is too severe then a reschedule can be made. If you feel that weather conditions may result in League play being cancelled or postponed, check our Local League Website for the most up-to-date information. Contact the Local League Office if you have additional questions or concerns. Most important, ***please be safe*** and do not risk injury if you feel the travel conditions are unsafe.



### **Teams in Default**

Any team that does not show up for 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.

## **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**

Any player not representing the best interest of the Tarrant County 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. Observing the few simple etiquette rules will make everyone's experience a little better. And these rules apply to any game or format of pool you may be playing:

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

### **Banned Players**

If a Host Location has banned a player from entering their establishment, the team must play without them when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

### **Suspended Players**

Tarrant County APA will honor any suspensions from all APA areas.

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

### **SESSION PLAYOFFS and TRI-ANNUALS**

Session playoffs and Tri-Annuals structure will be based upon the number of teams contained in each division based upon division format structure. Specialty formats (Showdown Series) such as Ladies, Doubles, and Masters, are not subject to Tri-Annuals structure.

## Session Playoffs

Session ending playoffs will begin the week following the last week of regular session play on the night the division plays. The League Office will conduct a wild card draw following the end of regular session play. Eligibility of a team to participate will be determined before the drawing. All teams will be notified if they are ineligible to participate if any of the following apply:

1. League fees or membership dues outstanding
2. Team has forfeited more than 5 individual matches during the session
3. Team is suspended

Drawings will be held in the League Office and will be available for viewing on a Facebook live feed.

Saturday or Sunday League play – Drawing will be held on Wednesday  
 Monday or Tuesday League play – Drawing will be held on Friday  
 Wednesday, Thursday and Friday League play – Drawing will be held on Monday

To be eligible to play in Session Playoffs, a player **MUST** have played in a minimum of four (4) matches on the team qualifying for playoffs during the session.

Team counts will be based upon the last week of session play. League fees for playoffs for 8-Ball and 9-Ball format divisions will be, regular League fee minus \$10, per team regardless of number of matches played.

### For 8-Ball and 9-Ball Format Divisions:

#### 4 Team Divisions (Qualifies 1 Team to Tri-Annuals):

|                                      |                            |                |                                     |
|--------------------------------------|----------------------------|----------------|-------------------------------------|
| Match 1                              | 2 <sup>nd</sup> Place Team | Wild Card Team | 2 <sup>nd</sup> Place Host Location |
| Final Round                          | 1 <sup>st</sup> Place Team | Winner Match 1 | Highest Finisher Location           |
| Match winners advance to Tri-Annuals |                            |                |                                     |

#### 5-6 Team Divisions (Qualifies 1 Team to Tri-Annuals):

|                                      |                            |                            |                                     |
|--------------------------------------|----------------------------|----------------------------|-------------------------------------|
| Match 1                              | 1 <sup>st</sup> Place Team | Wild Card Team             | 1 <sup>st</sup> Place Host Location |
| Match 2                              | 2 <sup>nd</sup> Place Team | 3 <sup>rd</sup> Place Team | 2 <sup>nd</sup> Place Host Location |
| Final Round                          | Winner Match 1             | Winner Match 2             | Highest Finisher Location           |
| Match winners advance to Tri-Annuals |                            |                            |                                     |

**7-12 Team Divisions (Qualifies 2 Teams to Tri-Annuals):**

|                                      |                            |                            |                                     |
|--------------------------------------|----------------------------|----------------------------|-------------------------------------|
| Match 1                              | 1 <sup>st</sup> Place Team | Wild Card Team             | 1 <sup>st</sup> Place Host Location |
| Match 2                              | 2 <sup>nd</sup> Place Team | 3 <sup>rd</sup> Place Team | 2 <sup>nd</sup> Place Host Location |
| Match winners advance to Tri-Annuals |                            |                            |                                     |

**13-16 Team Divisions (Qualifies 3 Teams to Tri-Annuals):**

|   |                            |                            |                                     |
|---|----------------------------|----------------------------|-------------------------------------|
| First place division winner advances to Tri-Annuals automatically |                            |                            |                                     |
| Match 1   | 2 <sup>nd</sup> Place Team | Wild Card Team             | 2 <sup>nd</sup> Place Host Location |
| Match 2   | 3 <sup>rd</sup> Place Team | 4 <sup>th</sup> Place Team | 3 <sup>rd</sup> Place Host Location |
| Match winners advance to Tri-Annuals                              |                            |                            |                                     |

**For Ladies Divisions:**

**4-10 Team Divisions:**

|             |                            |                            |                                     |
|-------------|----------------------------|----------------------------|-------------------------------------|
| Match 1     | 1 <sup>st</sup> Place Team | Wild Card Team             | 1 <sup>st</sup> Place Host Location |
| Match 2     | 2 <sup>nd</sup> Place Team | 3 <sup>rd</sup> Place Team | 2 <sup>nd</sup> Place Host Location |
| Final Round | Winner Match 1             | Winner Match 2             | Highest Finisher Location           |

**11-16 Team Divisions:**

|  |                            |                            |                                     |
|--|----------------------------|----------------------------|-------------------------------------|
| First place division winner advances to Ladies Showdown Series Qualifier automatically |                            |                            |                                     |
| Match 1  | 2 <sup>nd</sup> Place Team | Wild Card Team             | 2 <sup>nd</sup> Place Host Location |
| Match 2  | 3 <sup>rd</sup> Place Team | 4 <sup>th</sup> Place Team | 3 <sup>rd</sup> Place Host Location |
| Final Round  | Winner Match 1             | Winner Match 2             | Highest Finisher Location           |

**For Jack & Jill, Doubles and Masters Divisions:**

**4-8 Team Divisions:**

|             |                            |                            |                                     |
|-------------|----------------------------|----------------------------|-------------------------------------|
| Match 1     | 1 <sup>st</sup> Place Team | Wild Card Team             | 1 <sup>st</sup> Place Host Location |
| Match 2     | 2 <sup>nd</sup> Place Team | 3 <sup>rd</sup> Place Team | 2 <sup>nd</sup> Place Host Location |
| Final Round | Winner Match 1             | Winner Match 2             | Highest Finisher Location           |

**9-16 Team Divisions:**

|   |                            |                            |                                     |
|---|----------------------------|----------------------------|-------------------------------------|
| First place division winner advances to APA Showdown Series Qualifier automatically |                            |                            |                                     |
| Match 1   | 2 <sup>nd</sup> Place Team | Wild Card Team             | 2 <sup>nd</sup> Place Host Location |
| Match 2   | 3 <sup>rd</sup> Place Team | 4 <sup>th</sup> Place Team | 3 <sup>rd</sup> Place Host Location |
| Final Round   | Winner Match 1             | Winner Match 2             | Highest Finisher Location           |

**TRI-ANNUALS**

Tri-Annuals will be held two to six weeks following the end of each session and will be a single elimination team tournament played to qualify 8-Ball and 9-Ball format teams for the local World Qualifier (WQ) played at the end of the regular player/team year.

**Teams who qualify for Tri- Annuals must be playing in the session following their qualification in which the Tri- Annuals are held in order to be eligible to play. This means that if your team qualifies for Tri- Annuals in the Spring session, your team must be playing in the Summer session to be eligible to play.**

Matches will be played using the same rules and format as regular league play with the first team to win 8 points advancing to the next round. If there is a tie after all matches have been played by the two teams, then the first team to have won 3 matches will be declared the winner.

**There will be no league fees due for Tri- Annual tournaments.** To participate in Tri-Annuals a team and/or player must meet the following criteria:

- All weekly fees must be paid and current for any and all teams a player may play on.
- No outstanding issues or team suspensions shall be present.
- A player must have played in a minimum of four (4) matches on the team qualifying during the previous session to be eligible to play, have their skill level counted towards the 23-Rule, or coach/Team Captain on the team.

Teams will qualify for Tri-Annuals through their division playoff structure.

**WQ Qualifying from Tri Cups:**

8-Ball and 9-Ball full format teams will advance to the WQ based upon their team finish in the Tri-Annual tournaments. The number of teams qualifying for WQ shall be determined by the total number of teams for the format. Session qualifiers shall break down as follows:

| SESSION | 8 & 9 Ball Format |
|---------|-------------------|
| Summer  | 8                 |
| Fall    | 8                 |
| Spring  | 8                 |

A team may play in Tri- Annuals all sessions but they cannot qualify more than once. No teams will be “handed down” a qualification simply because teams were previously qualified. A team must win the right to play in the WQ.

**Example:** Eight teams are playing the final qualifying round in Tri- Annuals. Six of the teams have already advanced for play in the WQ. Two of those six go on to finish in the final six teams. ONLY four teams would then be qualified for the WQ. No additional teams would be allowed or selected to go from the losing teams.

**APA World Qualifiers (WQ)**

**APA WORLD QUALIFIER AND ELIGIBILITY** – Within a few weeks of the Spring Tri-Annuals, the WQ shall be scheduled. **ALL teams who qualify for WQ must be playing in each session following their qualification. Spring teams advancing to WQ MUST play in the Summer Session to be eligible for WQ participation which will be during the Summer session. Ladies, Masters, Doubles, and Jack & Jill teams are required by APA National rule to be playing in the session their Showdown Series Championship is held in their format.**

Teams qualified to play should expect to be available for play for the entire time the WQ is scheduled. The format shall be a modified single elimination board with each team guaranteed two (2) matches. That does not mean two (2) losses – it means two matches which could include a bye and/or a forfeit win.

First place finishing teams in the WQ are awarded entry into the APA World Pool Championship and a Travel Assistance Package. APA World Pool Championship qualifying teams must sign documentation stating their ability to represent the APA of Tarrant County and its players and participate in the World Pool Championship. If a team that qualifies for the World Pool Championship cannot attend the World Pool Championship, then the team that finishes directly behind it in the WQ will be invited to participate in its place. Should both teams not be able to attend the World Pool Championship, the World Pool Championship entry shall be given back to the National Office for redistribution and any funds allocated for the Travel Assistance Package shall be retained by the League Office.

**FILLING WQ BYES** - A League area is granted a certain number of entries for the APA World Pool Championship annually based on the number of teams the League area has participating in each format as of the Spring session. If there is not a full number of teams

to fill the tournament slots from Tri-Cup qualifying, all regular session first place teams that did not qualify thru Tri-Annuals will have their team name placed into a drawing to fill the empty slots. A team can have their name in the drawing for each session they finished in first place.

For a team to eligible for an entry, the team must still be active in current session League play. To be WQ eligible, a team will need to have at least four (4) original team players on their Spring team roster from the team that is drawn. If a team has multiple entries, the most recent team will be the team advancing to WQ. The drawing will be conducted by the League Office with all eligible teams present or at least two (2) Division Reps/BOG members present drawing the winner(s).

**WQ BOARD SEEDING** - The League Office will conduct a blind draw of the bracket assignments at least one week prior to the tournament. The draw will be held via Facebook live stream. The draw will consist of each team receiving a random identifier (card or chip number) being drawn for them. Then each spot on the bracket will be assigned a random identifier from the ones used for the team draw. Teams will then be matched up with the appropriate bracket spot for the tournament play.

**TRAVEL ASSISTANCE POLICY** - Each team qualifying for the APA World Pool Championship in Las Vegas, Nevada will receive a Travel Assistance Package which will include lodging for the team during the event and an allowance for travel expenses per player. Lodging and air travel arrangements shall be made by the League Office for the qualified team(s) with lodging for the duration of the event.

The monetary value of the travel assistance package will be dependent upon the amount of funds within the Players Fund for travel. Air travel will be dependent upon current prices and may be limited to \$300 per ticket. Any additional funds will be required to be paid by the players prior to the reservations being made. Travel expense allowance for team players choosing land transportation shall not exceed \$250 per player or the cost of air transportation, whichever is lower. Land transportation travel expense allowances shall be paid to the team player(s) no sooner than five (5) days prior to departure for the event. See Official Team Manual for more information regarding Travel Assistance Policy.

### **Team Awards**

**Eligibility – For a player to be eligible and receive any Team or Player award they must have played in a minimum of four (4) matches during the session and must be active on the team at the end of the session.**

Plaques shall be awarded to first place finishers in the WQ and division winners based upon final points standings. Plaques shall be awarded to session-ending division Playoff winners and their Host Location (if requested) if the division does a final Playoff match. The League Office reserves the right to award plaques to additional places of the WQ, final division standings or Playoffs. An individual player must have a minimum of four (4) matches played with his/her team to qualify for a team award.