

# HEART OF TEXAS APA LOCAL BYLAWS

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Website: [heartoftexas.apaleagues.com](http://heartoftexas.apaleagues.com)

Facebook: <https://www.facebook.com/groups/hotapamembers>

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

### Age Requirements

You must be 18 years of age or older to compete in Your Local League Name.

### Office Hours

League Office hours are Monday through Friday, 10 AM to 8 PM. Sunday 12pm to 6 pm. If no one is available to take your call, please leave a message, including your name, phone number and your call will be returned as soon as possible. You may also email: [tcollins@apaleagues.com](mailto:tcollins@apaleagues.com) or [kcollins@apaleagues.com](mailto:kcollins@apaleagues.com)

### Website

Our website address is <https://heartoftexas.apaleagues.com>.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Heart of Texas 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 <https://facebook.com/heartoftexasapapoolleague> where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

Members Only Page: <https://www.facebook.com/groups/hotapamembers>

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.

## Section 2: Local League Play

### Team Fees

Team Fees Standard Format	\$32.50 per week (\$65 for Double Jeopardy)
Double Jeopardy Doubles	\$12.50 per week (\$25.00 for Double Jeopardy)
Double 8-Ball/9-Ball	\$16.00 per week
Jack and Jill	\$12.00 per week
Ladies-8-Ball	\$24.00 per match (\$48.00 month)
Masters	\$24.00 per match (\$50.00 month)

### Starting Fall Session:

Team Fees Standard Format	\$37.50 per week (\$75 for Double Jeopardy)
Double Jeopardy Doubles	\$12.50 per week (\$25.00 for Double Jeopardy)
Double 8-Ball/9-Ball	\$18.00 per week
Jack and Jill	\$14.00 per week

Ladies-8-Ball	\$30.00 per match (\$60.00 month)
Masters	\$30.00 per match (\$60.00 month)

We will be using these additional fees to add more incentives for the League throughout the year.

Each team is responsible for submitting the correct amount of fees owed for that scheduled period.

Regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and forfeit.

If you are paying by check, please make your check payable to Heart of Texas APA. There will be a \$35 charge for any returned checks, plus a loss of bonus points.

### **Past Due Procedures**

1. **First Week Past Due:** “\$\$” will be printed on both scoresheets next to player’s name.  
In the Scorekeeper App your team will have a message when you start the match
2. **Second Week Past Due:** “\$\$” and “PAST DUE” will be stamped over the top of the roster names/member numbers on both scoresheets for the past due team.  
In the Scorekeeper App your team will have a message when you start the match
3. **Third Week Past Due:** The TEAM CAPTAIN/PLAYER will be made **INACTIVE** on scoresheet.  
In the Scorekeeper App your team will have a message when you start the match
4. **Fourth and Final Week Past Due:** Team name will be changed to “**Team/Player Dropped Due to Non-Pay**” on the scoresheet. In the Scorekeeper App your team will not be active
5. No Team or Player will compete in Playoffs, Tri-Annuals, or World Qualifiers if the own past due money.

### **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.

### **Team Envelopes**

The team packet is an envelope containing each week’s scoresheets, fliers, memos, and patches earned. The packet is the responsibility of the entire team. All information in the packet is meant to be seen and read by all players. Any private information will be put in a sealed envelope with the player’s name on it. Only players listed on the envelope should open any private information.

**PLEASE MAKE SURE ALL PLAYERS READ AND ARE AWARE OF THE CONTENTS OF PACKET.**

Packets will be made available at your designated drop location.

**EACH TEAM’S RESPONSIBILITY** to pick up and drop off their team packet by designated time.

In-House and Bar teams must drop off packets at their designated drop location on the night of play. If you do not return your packet, including score sheets and fees, on time you bonus points will be deducted from your team for that match.

## **New Teams**

Be understanding and helpful when it comes to welcoming new teams to our League. Please help new teams understand APA rules, scorekeeping, and membership dues. Occasionally a new team misreads or misunderstands the schedule and rules of play. Please be kind and assist when necessary. Your Division Rep should also be available to assist. Please encourage these teams to sign up for member services and join our Heart of Texas Members Only Facebook Group. We encourage all new teams to join our scorekeeping clinics. Our rep is available afterwards to help with new member orientation. All our events are visible on our app, our website and on Facebook.

## **New Players**

New players must fill out an APA application and pay their \$25 membership fee the first night or sign up online at [members.poolplayers.com](http://members.poolplayers.com) and provide their membership number on the scoresheet before they play. To add a player to your roster, simply write the word "ADD" and the player's name (next to the other names) on your copy of the weekly scoresheet. Any team that allows a player to play without a current APA membership will receive zero bonus points for the evening, and the player's annual dues will be deducted from the weekly fee, which means the team will show as \$25 past due. It is your team's responsibility to collect from the player before allowing them to play. For an added player to participate in a League match, the opposing Team Captain must be notified that a new player is being added before the first team match begins. Please make sure to join Member Services and "Like" our FB Page and our Heart of Texas APA Members only Group.

New players may be added to a roster up to week 8. Any time after these periods, new additions must be approved by the League Office, prior to playing. No new players may be added 6 weeks prior to the end of the regular session play. You should inform the new player that all players will need 6 matches played to compete in Playoffs or Tri-Annuals and 10 matches played on any team in that format in the last two years by the end of the Spring Session to play in World Qualifiers.

All new players, male and female will start as a 3. Captains, if you know that your new player is a higher skill level than a 3, you should start them at the skill level you believe them to be. The League Office also has the authority to change a player's starting handicap. Team Captains may not start their new players lower than a 3, only higher.

## **Holidays**

There are 7 national holidays that we do NOT schedule matches on. These holidays, in alphabetical order, are Christmas Eve (floating day), Christmas Day (floating day), Easter (Sun), Fourth of July (floating day), Labor Day (Mon), Memorial Day (Mon), New Year's Eve (floating day), and Thanksgiving (Thu). Teams scheduled to play the day before or after one of the above holidays, may contact their scheduled opponent and notify League Management to play their match early or reschedule, if necessary. Otherwise, we have League all other days as a regularly scheduled match. We strongly suggest you play your match before your regular match date rather than

## **Scheduled 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.

Standard Format

- 8-Ball: 8 Bye Points + 0 Bonus Points
- 9-Ball: 60 Bye Points + 0 Bonus Points

## Preventing Forfeits

To help prevent forfeits and for matches to be awarded on the table rather than by forfeit, the Replay Rule (or Ghost rule) should be applied. This rule allows one player to play twice on one night. If a team does forfeit, regular game fees apply and are due by both teams on the night of the forfeit. Failing to Complete a Session: If a team prematurely drops from the League after the session has begun, each member of that team may be held accountable (in-part or in-full) for any lost revenue due to their disbandment. Those members will not be eligible to continue playing in the League on any other team that they are on until the past due is paid.

### Ghost Rule (Replay Rule)

The "Ghost" rule, sometimes referred to as a "replay", allows the team that is short a player to play a player twice in the same match. The following criteria must be followed when using the "Ghost" rule:

- If a team does not have enough players to make 23 on a designated League night, their opponent may allow them to use the "Ghost" rule. The "Ghost" rule allows the team that is short a player to play a player twice in the same match.
- Teams must notify their opponent of the need to use/or potential need to use a "ghost" prior to the START of the 2nd individual match. If a team fails to do so, a ghost will not be allowed. If a team has a 5th player show up prior to the start of the 5th match, the player is not only entitled to play but must play before a "ghost" is utilized.
- The player that plays the 5th match when a "ghost" is used is chosen by the team's opponent. The player that is chosen to play the "ghost" should be notified by the opponent at the CONCLUSION of the 2nd match (thus, other players can leave if not chosen). The player chosen to play the "ghost" match must still allow the team to comply with the Team Skill Level Limit rule. The "ghost" player selection may be any handicap level, but the choice may not force the Team Skill Level Limit rule to be broken. If the opposing team fails to choose the "ghost" player prior to the 2nd match, the opposing team will lose their right to choose, and the choice will be given to the team playing the "ghost." This default choice can be decided as late as the beginning of the 5th match.
- Full team fees are still due if the "ghost" rule is used in a team match.
- If a ghost is used in a match other than the last individual played match of the night, the "ghost" match and all subsequent matches will be forfeited by both teams. A player may not be sent home and/or made unavailable so that a team may request a "ghost" from their opponent. Attempts to take advantage of the "ghost" rule should be reported to the Division Representative and to the APA OFFICE by means of an official protest form.
- "Ghosts" will NOT be allowed during Playoffs or during any Higher Level Tournament play regardless of consent by the opposing team.
- Both teams may utilize the "ghost" rule on the same night if necessary. In this situation, teams will stay in rotation regarding player selection.
- A team that has enough players present to stay within the Team Skill Level Limit rule is not allowed to use the "ghost" rule. They must play a player that has not yet played in the match and if they cannot field a team with the 5 or more players present and abide by the Team Skill Level Limit rule, the result will be forfeit(s) at the point the Team Skill Level Limit rule is broken.

**\* A team cannot utilize the replay rule in order to make 23. In other words, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3 for example, then a team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. (23) There must be another SL 3 on the roster in order to do this. In this case, the team would exceed the 23-Rule.**

### **Splitting Teams:**

When a qualified team splits 50/50—with 4 players going to one team, 4 to another—BOTH teams will remain qualified. In all other situations, the qualified spot goes to the team that has the majority of original members—minimum of four (4)—to stay eligible for Higher Level Tournaments. (This does not mean if you are World Qualified already.)

### **Division Representatives**

All Division Reps will be chosen by League Management to aid in the growth and coordination of all our division(s). League Management reserves the right to appoint Division Reps at League Operator Discretion. If a Division Rep is appointed, he/she will be the first point of contact for all Team Captains and players in their division(s). The Division Rep's name and contact number will be on the front of each team's packet. Specific patches, benefits, responsibilities, and incentives will be given to our Division Reps. League Management reserves the right to remove a Division Rep from their position at any time. Loss of position will include loss of the benefits and incentives that go along with the position.

### **Team Captains/Co-Captains**

Team Captains are listed as the first name on their team's roster. They are considered leaders in our APA community and our main link between our APA office and the other players. Team Co-Captains are listed as the second name on their team's roster. Being the Team Captains' second in command, they help with the team and filling in for the Team Captains when they are not there. Team Captains/Co-Captains receive special recognition, awards, and incentives such as Team Captain/Co-Captain Patches, special Tournaments, and extra discounts from our local merchants' sponsor program. Our Team Captains and Co-Captains are responsible for:

- Maintaining a current email address for communication with their Division Rep and League Office. Attending all Team Captain Meetings deemed necessary by the local League Management.
- Their team's image and behavior during League play.
- Sharing any League messages printed on their scoresheets or inserted in their packets with their team.
- Making sure their players know how to keep score properly and where they are playing each week.
- Turning in accurate scoresheets and the correct monies due for each night of play.

### **Bonus Points**

Your team will receive bonus points if **all** the following occur:

- Innings are filled in for every game/ Submitted correctly on App.
- The winner and loser of every game is marked with the number of racks won (paper only)
- Final match score is filled in (paper only)
- Scoresheet is signed by both teams/ App (submitted on time)
- All fees are up to date/ Paid in packet or online.
- No abusive comments are written.

The bonus points awarded will be as follows:

- **8-Ball: 2 Possible Bonus Points**
  - Entire weekly fee being included in the payment envelope and the team being current on all fees owed. (worth 1 point)
  - For accurate and complete scoresheets. (Including Marking defensive shot appropriately) (worth 1 point)
- **9-Ball: 10 Possible Bonus Points**
  - Entire weekly fee being included in the payment envelope and the team being current on all fees owed. (worth 5 Points)
  - For accurate and complete scoresheets. (Including Marking defensive shot appropriately) (worth 5 points)

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 were correct):

Standard Format

- 8-Ball: 8 Bye Points + 0 Bonus Points
- 9-Ball: 60 Bye Points + 0 Bonus Points

**Note:** Teams do not need to submit paperwork or fees for bye weeks.

### **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.
- Rackless: Your opponent did not 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.
- Mini Slam: 8-on-the-Break and 8-Break-and-Run **or** 9-on-the-Snap and 9-Break-and-Run on the same League night. Not available during tournament play.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*

There are no limits on the number of patches you can earn in a 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 form is completed and sent into the Local League Office.

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

### **Trophies**

- Overall points winner for each division
- Team MVP-Voted by members of your team at the end of each session.
- Top Dawg-players with the best win percentage in each skill level tier will win an individual trophy for each session, in each division. A player must play at least half of the session to be eligible.
- 9-Ball-SL 1-3 Green Tier
- 9-Ball-SL 4-5 White Tier
- 9-Ball-SL 6-9 Black Tier
- 8-Ball- SL 2-3 Blue Tier
- 8-Ball -SL 4-5 Red and Yellow Tier
- 8-Ball-SL 6-7 Purple and Orange Tier

### **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 conflicts 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. No Exceptions**

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 weeks of the original scheduled match date.** No make-up matches will be allowed in the last 4 weeks of the session, unless the Local League Office grants an exception, which will only occur because 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.

### **Inclement Weather**

Bad weather conditions or travelers' advisory warnings are reason enough for rescheduling team matches. Teams will be allowed to reschedule matches due to severe weather. Both Team Captains must agree on the rescheduled date and time. It is the responsibility of both Team Captains to make these arrangements and advise the League Operator. See the RESCHEDULED MATCHES section.

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

### **Sportsmanship**

People join our League to have fun and it is difficult, if not impossible, to do so if players are not practicing good sportsmanship. Remember our motto:

***"Have fun. Meet people. Play pool!"***

Each player is expected to play their best game while accepting victory and defeat in a sportsmanlike manner. Telling a player "great shot!" is acceptable but cheering for your opponent to make a bad shot is not. **Two common violation of sportsmanship are conceding an unfinished game and breaking down your cue during play.** If you are experiencing problems with your cue or need to change out your cue, let your opponent know so that it is not misinterpreted as a forfeiture of the game. **Another example of poor sportsmanship is making any comments on your opponent's skill level.** This can be considered sharking and **SHARKING, IN ANY FORM, WILL NOT BE TOLERATED**

### **Etiquette/Rules Guidelines**

1. Pay attention and be ready to shoot when it is your turn.
2. Avoid loud noises when your opponent is shooting.
3. Do NOT approach the table when it is your opponent's turn at the table. Step away from the table (out of your opponent's line of vision) when your turn is over.
4. Closely observe the "house rules." Many bars do not allow jump shots or masse shots. **House rules always prevail!**
5. Do not sit on the table.
6. No smoking over the table. No food or drinks on the table.
7. Do not use electronic devices such as cell phones or earphones at the table.
8. Do not break your cue down early; wait until the game is officially over. Breaking down your cue early may be interpreted as a concession of game. If your cue is malfunctioning, let your opponent know, so he/she does not think you are forfeiting.
9. Do not celebrate your opponent's misfortunes, and do not make excuses for your own.
10. If you lose, congratulate your opponent on their win.
11. Maintain a fun, light-hearted attitude.

### **5 Star Sportsmanship Program**

Team Captains/Co-Captains are encouraged to rate their opposing team on their scoresheet, from 1-5, with 5 being over the top amazing, immediately after play. These scores will be reviewed during each session and awards will be awarded or corrective actions taken according to the program rules.

**Physical Contact (Altercations):** Physical contact is the hostile physical contact between two players.

IMMEDIATE ACTION - If hostile physical contact occurs, THE MATCH IS OVER! Team Captains and League Management will take the appropriate actions to rectify the matter. See the Official Team Manual for full disclosure of immediate actions.

Scenarios and Actions:

A. To any person who starts a fight or brawl- 1 year suspension to permanent termination of League and APA membership

B. To a person who gets into a fight or a brawl defending himself- a minimum one-month suspension if first offense, and much longer if otherwise.

C. To someone who consistently uses foul or intimidating language- three-month suspension, and longer for a second offense.

D. To someone who uses lesser degrees of verbal abuse- probation, and suspension as deemed appropriate.

### **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.

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

### **PLAYOFF STRUCTURE STANDARD FORMAT:**

In Heart of Texas APA Playoffs are held at the end of each session to determine what team(s) will represent their division in the Tri-Annual Tournament for a chance at making it to the World Qualifiers, and the World Championships in Las Vegas. The Playoff structure varies from division to division based on the division size. All divisions have 15-to-19-week sessions and 1 week of Playoffs.

# of Teams in Division	1 <sup>st</sup> Team Advancing	2 <sup>nd</sup> team Advancing	3 <sup>rd</sup> Team Advancing	4 <sup>th</sup> Team Advancing
4-5	1 <sup>st</sup> vs Wildcard			
6-11	1 <sup>st</sup> place directly to Tri-Annals	2 <sup>nd</sup> vs wildcard	3 <sup>rd</sup> vs 4 <sup>th</sup>	
12-16	1 <sup>st</sup> place directly to Tri-Annals	2 <sup>nd</sup> vs wildcard	3 <sup>rd</sup> vs 6 <sup>th</sup>	4 <sup>th</sup> vs 5 <sup>th</sup>

**Division with 12 or more Teams (4 Teams Advances)**

In Division with 12 or more teams, the first-place team will advance directly to the Tri-Annual Tournament. The team that is in second place will play a wildcard to determine the second team advancing, the third-place team will play the 6<sup>th</sup> place team to determine a third team advancing, and finally the fourth-place team will play the fifth-place team to determine the fourth team advancing to the Tri-Annual Tournament. Four Teams will advance to the Heart of Texas APA Tri-Annual Tournament from playoffs.

**Division with 6-11 Teams (3 teams advances)**

In Division with 6-11 teams, the first-place team will advance directly to the Tri-Annual Tournament. The team that is in second place will play a wildcard to determine the second team advancing, and finally the third-place team will play the fourth-place team to determine a third team advancing. Three Teams will advance to the Heart of Texas APA Tri-Annual Tournament from Playoffs.

**Division with 4 or 5 Teams (1 team advances)**

In Division with 4 or 5 teams, the first-place team will play a wildcard to determine the team advancing to the Tri-Annual Tournament. One team will advance to the Heart of Texas APA Tri-Annual Tournament from playoffs.

**PLAYOFF STUCTURE SHOWDOWN SERIES FORMAT:**

Local Playoff Information and Structure

In Heart of Texas APA Playoffs are held at the end of each session to determine what team(s) will represent their division in the World Qualifier Tournament and the World Championships in Las Vegas. The Playoff structure varies from division to division based on the division size. All divisions have 15-to-19-week sessions and 1 week of Playoffs.

# of Teams in Division	1 <sup>st</sup> Team Advancing	2 <sup>nd</sup> team Advancing	3 <sup>rd</sup> Team Advancing	
4-5	1 <sup>st</sup> vs Wildcard			
6-11	1 <sup>st</sup> place directly to World Qualifier	2 <sup>nd</sup> vs wildcard		
12-16	1 <sup>st</sup> place directly to World Qualifier	2 <sup>nd</sup> vs wildcard	3 <sup>rd</sup> vs 4 <sup>th</sup>	

**Division with 12 or more Teams (3 Teams Advances)**

In Division with 12 or more teams, the first-place team will advance directly to the World Qualifier Tournament. The team that is in second place will play a wild card to determine the second team advancing,

the third-place team will play the 4<sup>th</sup> place team to determine a third team advancing the World Qualifying Tournament. Three Teams will advance to the Heart of Texas APA World Qualifier Tournament from Playoffs.

#### **Division with 6-11 Teams (2 teams advances)**

In Division with 6-11 teams, the first-place team will advance directly to the World Qualifier Tournament. The team that is in second place will play a wildcard to determine the second team advancing to the World Qualifier Tournament. Two Teams will advance to the Heart of Texas APA World Qualifier Tournament from Playoffs.

#### **Division with 4 or 5 Teams (1 team advances)**

In Division with 4 or 5 teams, the first-place team will play a wildcard to determine the team advancing to the World Qualifier Tournament. One team will advance to the Heart of Texas APA World Qualifier Tournament from playoffs.

#### **Final Standings, the Wild Card Draw, & Playoffs**

The final Standing for a division is determined by the League Operators on the final week or regular session play to determine which teams in the division make it to Playoffs. In Addition, the League Operators also do the wild card draw on the final week of regular session play to determine the final one or two teams, depending on division size, that make it into the division Playoffs. The wild card draw is done through video for all Divisions. It is each team's responsibility to find out on the last week of regular session if their team made it into the division Playoffs. Full team fees are still due to APA during Playoffs.

If a team earns a spot in the session Playoffs, they are required to participate in the Playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees and green fees due for the session Playoffs. The team is also subject to lose any qualification for Higher Level Tournament by not showing up as "throwing" League matches or Playoff matches means they are subject to suspension from the League, as it will be considered an attempt to manipulate handicaps. If a team does not show up for the session Playoffs, Best of The Rest or Tri-Annuals, another team may be scheduled to complete the Playoff round at the League Operator's discretion.

#### **Players Playoff Eligibility**

- New players must play six matches with their team during the session before participating in Playoffs.
- Established players must also play a total of six matches with their team.

#### **Tournaments**

ALL TOURNAMENTS listed on our calendar via website, or our App or Facebook will REQUIRE PREREGISTRATION THROUGH OUR WEBSITE [www.heartoftexas.apaleagues.com](http://www.heartoftexas.apaleagues.com) On the left, click on "Tournament Registration" and select the tournament you are registering for. The deadline will always be midnight the night before. For any non-Vegas qualifying tournaments, you must pay the entry fee in advance and register online to secure your spot. There will be a \$5 late registration fee for non-preregistered applicants that show up on event day and any available slots will be filled on a first come first serve basis by the tournament director. The TD contact info will be on the event info. The league office is not open on the weekends so please do not expect immediate response if calling our office after hours.

**Tri-Annuals** are made up of teams from all divisions. They will play in a 3-day tournament where up to 6 teams will qualify for the World Qualifier.

- Those 6 teams will qualify for the World Qualifier's for a trip to Las Vegas.
- Tri Cups will take place on Friday, Saturday & Sunday
- 8 Ball will be played on one weekend and 9 ball will be played one weekend.
- We will run the Tri Cups within the 1st 6-8 weeks of the following session.
- Once a team qualifies for the World Qualifier's they will have to play in Playoffs and Tri Cups in all future session's if you are qualified for World Qualifier's already.
- If a World Qualifier qualified team wins a 2nd or 3rd Tri Cup they are put in the drawing before World Qualifier's for any bye spots in the tournament.
- If a Team wins Tri Cups for the 2nd time, we will still qualify an 6th team to the World Qualifier's. No team can get more than 1 spot in the World Qualifier. So, if a team wins a 2nd time, then we will go down the loser's side "finals" and qualify the team that finished highest in rankings in regular league play to the World Qualifier's.
- Awards will be awarded to all Tri Cup winners. If a player is ineligible for this tournament, they will not get an award.
- All Tri Cup qualified teams must remain active in the ALL sessions and keep at least 4 original players from the qualified team to remain active as a team.
- Players can still switch teams at the end of the session. All teams can also make any changes to their team. If a player plays with their original team they qualified with in the new session, they can still change teams in the 1st 8 weeks. But they cannot switch to a team within the same division.
- Your team in Playoffs and Tri Cups will consist of all the players from the session you just played.
- Only overall point winners or teams that win Tri Cups more than one time will be eligible to draw for byes in the World Qualifier's.
- Finish 1st in Overall Points in your division and you qualify for Tri Cups

#### **Tri-Annual Eligibility**

- New players (members with less than 20 lifetime matches at the beginning of a session) must play six matches during the session before participating in Tri-Annuals. Keep in mind. At the end of the Spring Session all players must have at least 10 matches played by the end of the session to be eligible for World Qualifier's.
- Established players must play a total of six matches.
- Your roster can change at the end of the session. You do not have to keep your same team after the end of a session to play in Tri-Annuals. You must keep 4 original players on your roster to stay qualified for Tri-Annuals. Your end of session roster will still be your Tri-Annual roster. No new additions will be allowed to play in the Tri-Annual.

#### **Best of The Rest Tournament**

Best of the Rest tournament will consist of all teams who lost in the finals of Tri-Annuals and teams that finished High Points in their division but lost during Playoffs.

Single Elimination team tournament with a standard format team race.

No cash payout - qualifying tournament only.

The number of teams qualifying for the World Qualifier via the "Best of the Rest" tournament in both 8- & 9-Ball will not exceed two (2) slots.

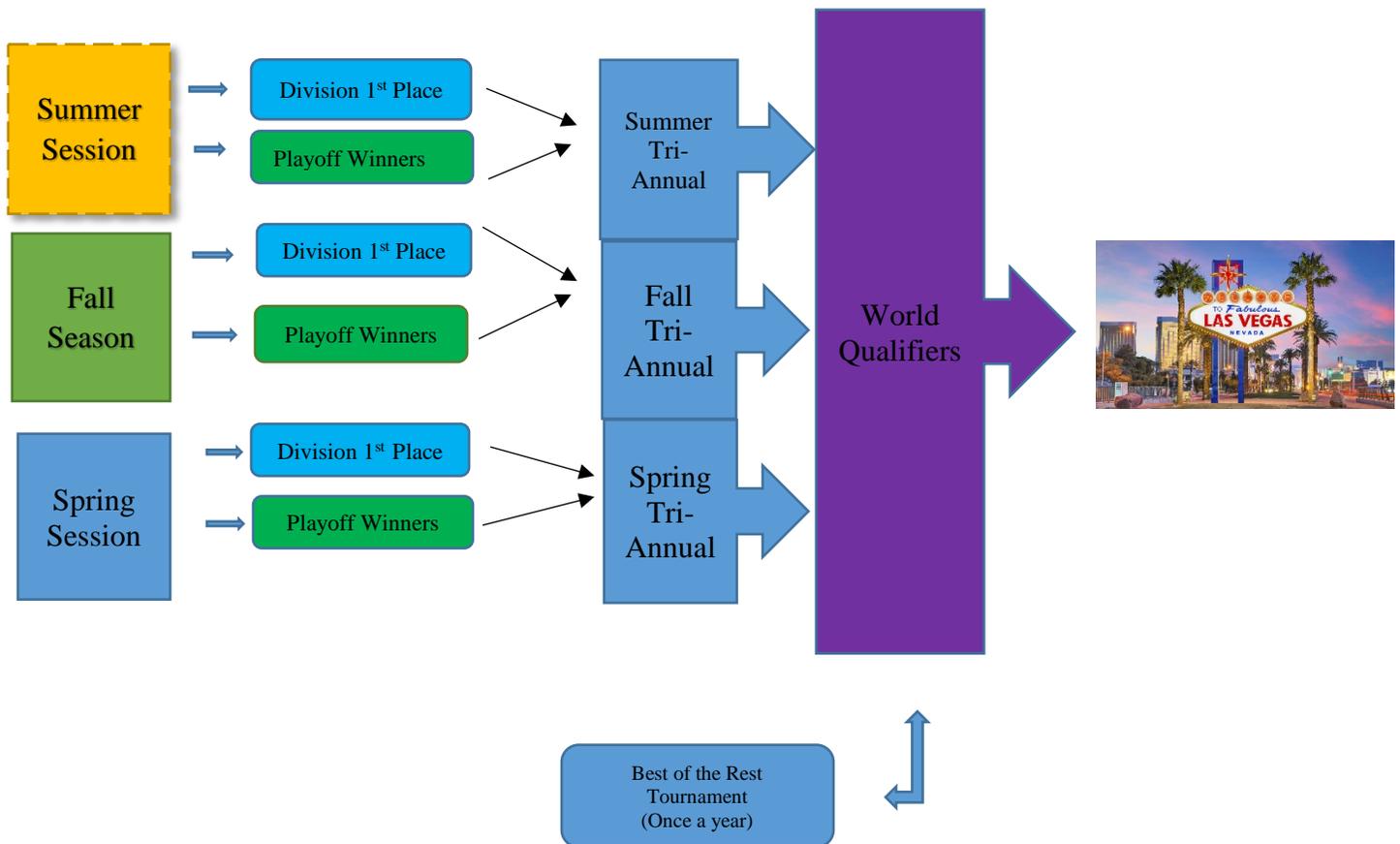
## World Qualifier

The World Qualifier is an area's highest level of local tournament play, often referred to as a Higher Level Tournament. The winners of this tournament advance to the World Pool Championships held in Las Vegas. The number of teams that win is based on the number of teams there are currently in the league year.

### Showdown Series Eligibility

- New players (members with less than 20 lifetime matches at the beginning of the session) will not be able to play in Showdown Series with less than 10 matches total, 6 within the last session, and be on the fall roster of the team.
- New members in Fall Session must have 10 matches by the end of Session.
- Established players must play a total of 6 matches in the spring session and be on the spring roster of the team.
- A qualified team must keep themselves on a roster for the same format.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifiers or risk the loss of their qualified status.
- The travel Assistance Fund will be used to provide travel assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the travel assistance will be given to the team they last eliminated on their World Qualifier Board
- Qualifications to the world qualifiers are given at the League Operators discretion for sportsmanship and good solid play. The League Operator reserves the right to revoke a team qualification, if necessary.

## **\*ROAD TO VEGAS**



**\*IMPORTANT: Division 1<sup>st</sup> Place only advances to Tri-Annual from divisions of 6 or more teams.**

## **World Pool Championships**

**ALL PLAYERS PLAYING IN ANY WORLD POOL CHAMPIONSHIP, IN ANY FORMAT, WILL BE REQUIRED TO PLAY IN THE NEXT LEAGUE YEAR'S SUMMER SESSION.** If a team or player does not go to Las Vegas to participate, then their portion of the Travel Assistance fund will remain part of the Players Fund. Any player receiving Players Fund money for Las Vegas who does not attend the event, will have to return all money for deposit back into the Players Fund.

If you qualify on more than 1 team you will receive compensation for the average cost of the trip for the 2nd qualification. League Operators will book rooms. Players will be given the compensation to book flights. The World Qualifier is an annual tournament that takes place at the end of the League year. The winner of the World Qualifier receives Travel Assistance to Las Vegas and the opportunity to represent Heart of Texas APA in the World Pool Championships.

### **Showdown Series**

**ALL PLAYERS PLAYING IN ANY WORLD POOL CHAMPIONSHIP, IN ANY FORMAT, WILL BE REQUIRED TO PLAY IN THE NEXT LEAGUE YEAR'S SPRING SESSION.** If a team or player does not go to Las Vegas to participate, then their travel assistance fund will remain part of the players' fund. Any player receiving Players Fund money for Las Vegas and does not go, will have to return all money for deposit back into the Players Fund.

If you qualify on more than 1 team you will receive compensation for the average cost of the trip for the 2nd qualification. League Operators will book rooms. Players will be given the compensation to book flights. The World Qualifier is an annual tournament that takes place at the end of the League year. The winner of the World Qualifier receives travel assistance to Las Vegas and the opportunity to represent Heart of Texas APA in the World Pool Championships.

### **Travel Assistance for the World Pool Championships**

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the members of those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board.

The Players Fund is maintained by your League Operators with a portion of weekly team dues. This fund is to be used for parties, awards, trophies and travel assistance for its players.

League pays the following for each team:

- \$325.00 per player for Travel Assistance for flight accommodations.
- Hotel Room will be 2 players to a room. If you do not want to room with another player or teammate then you will be responsible for booking your own room. Players will not be stuck out having to pay for a room just because you do not want to share a room.

You must book your flight on your own and send your itinerary (receipt) to [kcollins@apaleagues.com](mailto:kcollins@apaleagues.com). You will be reimbursed within 48 hours after receipt during regular business hours. If your flight is less expensive than the allocated \$325.00 you will receive the difference one week before the travel date.

### **CLOSING REMARKS**

The Heart of Texas APA is happy to have you as a member and strives to provide a way for you to play pool, increase your skill and have a lot of fun in the process. We are happy to answer any questions and assist you in solving any problems you may have – do not hesitate to call us.

**HAPPY SHOOTING!**