



# LOCAL BYLAWS

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## Introduction

I would like to welcome 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 your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League. After all, the APA is all about having fun, meeting people, and playing pool!

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. All local bylaw documents with dates before the revision date of this document are null and void.

## **Section 1: Getting Started**

### **Age Requirements**

You must be 18 years of age or older to compete in APA of New Mexico. In some host locations, you may need to be 21 years of age or older or obtain a waiver where applicable. Check with league staff for age requirements for your desired location.

### **Office Hours**

League Office hours are Monday through Friday, 12:00 pm to 8:00 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. For after-hours league night questions, please try to contact your Division Representative first. Your Division Representative's information is located in Online Member Services. If you cannot reach your Division Representative, please call your League Operator, June, at 505.670.3637.

### **Website and App**

[albuquerquemetro.apaleagues.com](http://albuquerquemetro.apaleagues.com)

This website and the app (APA Pool League) allow you to:

- Get the latest up-to-date information on playoffs, tournaments, or any other APA of New Mexico events
- 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.
- View your current Skill Level

In addition, we have a Facebook page at @Albuquerque Metro APA 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. Download the APA app on your smartphone to keep up with your stats, matches, history, and league news!

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 online and occasionally 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 \$50 per week, regardless of the number of matches played. Double Jeopardy fees are \$100 per week. Full Team Fees must be paid for playoff matches and forfeits. All weekly fees must be made through APA Online Member Services beginning week six of the 2025 Summer Session (exceptions must be made by the League Office).

### **New Players And Returning Members**

New players must sign up online at [join.poolplayers.com](http://join.poolplayers.com). By signing up and paying their membership online the player can be added to the team. All returning members must also pay their membership online. Cash will not be accepted for membership payment.

### **Scorekeeper**

All 8-Ball and 9-Ball team matches must be scored using the APA Scorekeeper App. By week 6 of the 2025 Summer Session. Players can be added or removed from a team roster within the first 4 weeks of the session. After week 4, teams must contact the League Office to modify their roster.

### **Team Envelopes (For Divisions Not Using Scorekeeper)**

Procedures for turning in your team's weekly fees/scoresheets, green fees, and membership envelopes vary and is dependent upon the Host Location. Please see your Division Representative for details of handling weekly scoresheets, team fees, etc., for your Host Location.

ELECTRONIC DIVISIONS: This includes scoresheets that are received by the League Office at via email within 24 hours of your match; that are legible (AdobeScan); and payment must be made within 24 hours of the match.

### **Gross Receipts Tax**

All memberships and team fees are subject to the State of New Mexico gross receipts taxes (GRTs). All applicable GRTs will be paid by the League Operator.

### **Bonus Points**

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

- Matches are submitted in the Scorekeeper app in the correct match order
- All fees are up to date
- No abusive comments are written

Bonus points awarded will be as follows:

#### *8-Ball - 4 Possible Bonus Points*

- 2 points will be awarded for the entire weekly fee being paid through APA Online Member Services/Scorekeeper
- 2 points will be awarded for accurate and complete scoresheets

#### *9-Ball – 10 Possible Bonus Points*

- 5 points will be awarded for the entire weekly fee being paid through APA Online Member Services/Scorekeeper
- 5 points will be awarded for accurate and complete scoresheets

Remember, these are bonus points that are awarded at the sole discretion of the 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.

### **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:

- 8-Ball – 8 Bye Points + 4 Bonus Points
- 9-Ball – 60 Bye Points + 10 Bonus Points

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

### **Preventing Forfeits (Previously known as the Ghost Rule)**

(Player May Play Twice on One Night)

Refer to Team Match Play in the General Rules section of the Official Team Manual, which states, “YOU MAY ONLY PLAY ONCE in a team match.” However, to help prevent forfeits and to make it more likely that matches are awarded on the table rather than by forfeit, the APA of New Mexico has chosen to adopt the Ghost Rule (Replay Rule) approved by the APA National Office. 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, actively playing in another APA league match or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster who would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 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 before the start of the 4<sup>th</sup> individual 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 have already played must be available as a choice for the “replay” match unless the player who is not available would cause the team to go break the 23-Rule.
- The “replay” must be played as the last match of the night. If a “replay” is used in a match other than the last match of the night, the replayed match and all subsequent matches will be forfeited by both teams.
- Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their player. The team scheduled to put up a player in the 5<sup>th</sup> match designates their Replay Player first.
- Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the “replay” match, the “replay” match is cancelled, and the new player must play.

The Replay Rule is not in effect during the last week of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments, or the World Qualifier.

### **Past Due Procedure**

- First Week Past Due: Captain / Co-Captain will be called and/or texted. An invoice may be sent for payment. Bonus points will be taken.
- Any team that falls two weeks behind in paying their team fees will receive a "FINAL NOTICE" written as their team's name
- If the fees are not brought current by the third week or payment arrangements made at League Office discretion, the team will be dropped from the League for non-payment.
- All players on the team will become equally responsible for their share of the fees that are due, including those for the remainder of the session, and will not be able to rejoin the League until they have paid their portion.
- The League Office will not be responsible for fees or monies paid to a Team Captain or other team member not ultimately paid to the League. Teams having rosters with players who owe money to the League will not be able to participate in any matches until such monies are paid.
- Teams that are habitually late may be required to replace their Team Captain with another, more responsible player.

### **Teams Dropping from the League**

If a team drops out during the session, the team will be responsible for all remaining weekly fees. All players on the team are responsible for these fees equally. Each player must pay his or her share of the fees within two weeks of the team dropping from a division or risk being suspended from the league. The Team Captain MUST call the office (not the Division Rep) to notify the office of their team dropping and the reason for dropping. An email is also an acceptable notification.

### **Teams Joining Late in the Session**

Teams that join within the first two weeks will be required to do make-up matches. Teams that join after the second week will be allowed to join the division but will be given points as follows:

- 8-Ball: Late joining teams will be given points equal to the last place team's points less 4 points
- 9-Ball: Teams will be given points equal to the last place team's points less 10 points

### **Comments on Scoresheets**

All concerns should be written in the memo section in Scorekeeper courteously and professionally. 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.

### **Handicap Complaints**

All complaints regarding handicapping must be submitted in writing on the Skill Level Evaluation Request Form located on [newmexico.apaleagues.com](http://newmexico.apaleagues.com) with sufficient detail and information. All complaints received, in writing, will be reviewed by League Staff. Complaints in Scorekeeper or verbal complaints will not be addressed. Individual players' skill level concerns will only be discussed with the individual player.

### **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.
- Shutout: You win 20-0 in 9-Ball.

- Rackless: You win the lag and each subsequent rack.
- Mini-Slam: You make an 8 on the Break (or 9 on the Snap) and a Break and Run in the same match (replaces individual patches for those accomplishments).
- Sportsmanship: You may nominate a player for a good sportsmanship patch. Write the nomination on your scoresheet, and the League Office will determine if the patch will be awarded.
- Other patches may be awarded at League Staff's discretion.

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 score sheet. Patches will be awarded each time the player meets the criteria for earning a patch.

## **Section 2: League Play**

### **Annual Membership Dues**

All members must renew their membership at the beginning of the Spring Session. Keep in mind, if you play, you pay! This is beginning with week 1 of each session. If a player plays a match but does not pay their annual membership dues or make arrangements with the league office, the points earned by that player may be forfeited. Reminders will be sent out at the end of the Fall Session so everyone is aware of the upcoming dues. All players on your roster must have their membership dues paid by no later than week 4 of the session, regardless of whether or not they have played. Players with unpaid memberships after week 4 will be removed from your roster.

### **Roster Changes**

Teams can make changes to their rosters until week 4 in Scorekeeper. After week 4, the League Office must be contacted for all roster changes.

For World Qualifier teams, no changes will be allowed to the Spring roster after week 4.

### **Rescheduling Matches**

On occasion, a match may need to be rescheduled. If you wish to reschedule a match, you must advise the League Office. Upon receiving approval from the League Office, please use the following procedure:

- Contact the Team Captain of the team you are scheduled to play and notify them of your intent to reschedule by noon on the date of play; divisions that start prior to 5:00 p.m. must give notice by 8:00 a.m. on the day of play.
- You must advise the League Office and the host location of the reschedule date and time.
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations, such as a National Tournament.
- Rescheduled matches must be played within three weeks of the original scheduled match date.
- No make-up matches will be allowed in the last two weeks of the session. Exceptions with special conditions may be made by the League Office.

If a makeup match is scheduled on a regular night of play, the scheduled match takes precedence over the makeup match. The makeup match may need to be paused or further postponed to maintain continuous play on the scheduled match.

Players must play at their current skill level, not necessarily the skill level shown on the makeup match score sheet. Current Skill levels are available on the app.

### **Inclement Weather**

Rescheduling for inclement weather is generally a result of snow or icy conditions but can result from any condition that makes it dangerous for players to travel to their match locations. The League Office will use school closings and state warnings to determine whether it is appropriate to reschedule matches due to inclement weather. If you feel that weather conditions may interfere with your, or your team's ability, to get to your scheduled match location, contact the League Office for additional instructions.

### **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.

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 his/her 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 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.

### **Disputes**

Disputes should be resolved by the two players and not by the Coaches or Team Captains. If a dispute cannot be settled by the two players, then contact your Division Representative or League Staff. Players are strongly encouraged to resolve disputes amongst themselves in the spirit of good sportsmanship. However, if a resolution cannot be made then an Official Protest can be filed with the League Operator. All play must cease at the point no resolution can be made. If the match is continued and/or submitted in Scorekeeper, the match will stand. On the last week of regular session play before playoffs and on any playoff match, all disputes must be resolved at the time they occur. Disputes during the World Qualifier or Tri-Annual will be resolved on site by the League Operator or designated representative.

Remember that in each situation the ruling must go for one side and not the other side and it is required that each team or player be able to accept being ruled against without causing a scene.

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

### **Refusal to Do Business With**

The vast majority of players have a great time in the League and display true sportsmanship. We seek to promote those who personify the APA spirit. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

At any time, at the sole discretion of the League Operator, APA of New Mexico can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most

often, players 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.

Poor sportsmanship-like behavior or cheating will not be tolerated. Examples of such poor behavior are sandbagging, sharking, falsifying scores, and cheating. Any player caught cheating or not adhering to the Rules of Conduct may be subject to handicaps being increased, league suspension or other penalties being levied.

If anyone witnesses a team or player behaving badly, please report this to the APA of New Mexico in writing with details immediately. Actions will be taken on every reported incident and players and teams can be subject to penalty. Penalties are subject to the discretion of the APA of New Mexico and these rulings are final.

Breaking down your cue before the match is over is not loss of game. It is considered poor sportsmanship and may result in penalties.

Infractions	First Offense	Second Offense
Profanity	Warning Letter	30 day suspension
Arguing Rules and Policies	Warning Letter	30 day suspension
Verbal Abuse	Warning Letter to a 30-60 day suspension	60-90 day suspension
Threatening Remarks or Behavior	Warning Letter to a 1-year suspension	1-year suspension
Throwing or Breaking Objects	60-90 day suspension	1-year suspension
Physical Fighting	Suspension to termination of membership	Suspension to termination of membership
All other physical contact	Suspension to termination of membership	Suspension to termination of membership

Verbal abuse consists of name calling, threats, profanity or any other language that could be considered as harassment, or that could cause embarrassment to other League members or non-members. Physical contact is the hostile physical contact between two players or player and non-member(s). This contact can be in the form of bumping, shoving, pushing or hitting.

The APA of New Mexico does not assume any responsibility for the actions of its members. All members are of legal age and responsible for their own behavior / actions. While we adhere to all National Rules, some leeway will be given to new members who cannot know all the rules of the game and nuances of the League rules. As a seasoned player, you are the League Ambassador! Help your fellow members with learning the rules and be generous with your knowledge.

Have fun! Be courteous and show respect to your fellow players and Host Locations. Please remember that you are playing for fun while enjoying friendly competition. Good sportsmanship is something to be proud of and what we want in our members. Enjoy yourself and play within the spirit of the rules as well as the written rules.

### **Banned Players**

If a Host Location has banned a player from entering their establishment, the team must play without him/her 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.



### **Board of Governors**

APA of New Mexico may maintain a Board of Governors, which will consist of no less than five peers to hear complaints and resolve issues by a majority vote. All complaints should be emailed or by other means provided in writing to the APA of New Mexico for the distribution to the Board of Governors. All complaints will be resolved within 30 days of receipt of the complaint

### **Suspended Players**

APA of New Mexico will honor any suspensions from a neighboring APA area.

### **Release**

Unless the League Office receives a written notification from a player, APA of New Mexico reserves the right to share player information with other players. APA of New Mexico will not provide this information for public use or for sale in any way. APA of New Mexico also reserves the right to use photography from events and other APA-related activities for marketing purposes.

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

### **Session Playoffs**

Session Playoffs will be used to determine which teams qualify for the Tri-Annual Tournament. The structure of a division's Session Playoffs will depend upon the number of teams in the Division.

NOTE: A team cannot forfeit more than three individual matches within the last 2 weeks of regular session weekly play. Teams that violate the three-match limit will forfeit eligibility into Playoffs and the Tri-Annual Tournament.

Playoffs will be scheduled on corresponding League nights.

Session Playoff site selection will be held at the home location of the team that ranks higher in the standings.

*Player Eligibility for Session Playoffs:* Players must have played at least 4 times with the team during the session to be eligible to play in the Playoffs.

<b>Number Of Teams In The Division (at the end of the session)</b>	<b>World Qualifier (WQ) Qualification Playoff Structure</b>	<b>Session Award Structure</b>
<b><u>4-5</u></b>  One Team Qualifies For The WQ	1 <sup>st</sup> Place vs Wildcard  Winner Advances To WQ  In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards:  Playoff Winner will receive the 1 <sup>st</sup> Place Session trophies

<p><b><u>6-11</u></b></p> <p>One Team Qualifies For The WQ</p>	<p>1<sup>st</sup> Place vs Wild Card 2<sup>nd</sup> Place vs 3<sup>rd</sup> Place</p> <p>Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1<sup>st</sup> Place Session trophies</p>
<p><b><u>12-16</u></b></p> <p>Two Teams Qualify For The WQ</p>	<p>Division Point Leader advances directly to the WQ</p> <p>2<sup>nd</sup> Place vs Wild Card 3<sup>rd</sup> Place vs 4<sup>th</sup> Place</p> <p>Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ</p>	<p>Awards:</p> <p>Playoff Winner will receive the 1<sup>st</sup> Place Session trophies</p>

#### **Wild Card Draw**

Teams in contention for the wild card draw will have “weighted” chances to win the draw. Last place will receive 1 chance, second to last will receive 2 chances, third to last will receive 3 chances, etc.

#### **World Qualifier**

The World Qualifier is an annual tournament that takes place at the end of the League year. The winner(s) of the World Qualifier receives travel assistance to Las Vegas and the opportunity to represent APA of New Mexico in the World Pool Championships. The number of teams that advance to the APA World Pool Championships is based upon the overall number of teams participating in our League. These amounts vary and are determined by the APA National Office headquarters. Masters and Doubles Divisions do not qualify to participate in the World Qualifier. In order to be eligible for the World Qualifier, teams must be current on all fees, dues, memberships, and registered for the next session.

- All players on Qualified teams must remain active in the format they are qualified in, in order to participate in the Tri-Annual, World Qualifier and World Pool Championships.

If a team qualifies for the World Qualifier from the Summer Session, the team must play the upcoming Fall, Spring and Summer Session or forfeit eligibility.

If a team qualifies for the World Qualifier from the Fall Session, the team must play the upcoming Spring and Summer Session or forfeit eligibility.

If a team qualifies for the World Qualifier from the Spring Session, the team must play the upcoming Summer Session or forfeit eligibility.

All teams that qualify for the World Qualifier must remain in the top 50% of their division standings or risk forfeiting eligibility for the World Qualifier.

### **Travel Assistance**

Each 8-Ball team winning the World Qualifier for the World Pool Championships in Las Vegas will receive travel assistance.

Each 9-Ball team winning the World Qualifier for the World Pool Championships in Las Vegas will receive travel assistance.

Instead of a division, Ladies, Jack & Jill, Team Captains, and Doubles Tournament payouts will vary due to participation and earned slots to World Championships on a yearly basis and team count.

APA of New Mexico will pay the registration for each team that advances from the World Qualifier. The advancing teams will receive the registration amount when they register their team at the World Pool Championships.

Should a team elect not to go to the World Pool Championships, the team will forfeit all awards and money for travel assistance. If the team has already received the money for travel assistance, the team will be required to repay the entire amount to the APA Players' Fund. Failure to do so will result in suspension of membership for each member of the team until the travel assistance money has been repaid.

In the event a qualified team decides not to participate in the World Pool Championships, the team that finished second to the team that won in the World Championship Qualifier will advance to the World Pool Championships. Additional matches may be required to determine the second-place finisher at the League Operators discretion.

The League Operators have final determination on all travel assistance fund disbursements.

### **Trophies/Plaques**

Each member of the division winning team and playoff winning team will receive an award.

### **Big Dawg**

At the end of each session (Summer, Fall, Spring), the team with the best overall record in the entire league will receive a special team plaque and an \$800 cash award. For fairness and consistency: In the event one division has fewer weeks of play than another division and a team is in contention for Big Dawg, we will take the average points per match for the session, including bonus points, and add it to their final score.

### **MVP Program**

The MVP Program will be based on a skill level tiered system. Division stats are available through your Member Services account. The breakdown of the tiers are as follows:

8-Ball	9-Ball
Skill Levels 2-3	Skill Levels 1-3
Skill Levels 4-5	Skill Levels 4-6
Skill Levels 6-7 Skill Levels	Skill Levels 7-9

Using regular session data (Playoffs not included), MVP qualified players are ranked using their Points Available Percentage (PA). Each player with 50 percent or more matches played per team in a session will be eligible to be an MVP during that session.

In each division, one player per session from each tier will be declared the division MVP for that tier and awarded an MVP plaque or trophy. Each player is also eligible to participate in the annual MVP tournament held in July.

### **Tournament Information**

Online registration (if available) is required to participate in any League tournament. Limited onsite registration may be available.

You must be current with all fees owed to the League to participate in any League tournament. If you have amounts past due, dollar signs (\$\$) will be placed next to your name on your scoresheet, and you will not be allowed to play a match until the past due money is current. If a team plays a player owing money, all points earned by the player will be forfeited.

### **Singles Boards**

If you pre-register for a Singles Board and do not show or do not inform the League Office that you will not be participating in the Board at least 24 hours prior to the start of the Board, you will be responsible for the \$25 entry fee if we are unable to fill your spot.

## **Section 5: Other Formats**

### **Masters League**

The Masters League will consist of teams with a maximum of four (4) players on their roster; three (3) team members will participate in each team match. There will be no skill level limit. Each match will be a race to 7 and will include 8 games of 9-Ball and 5 games of 8-Ball. Players can earn 1 point for each game won. A team can earn a maximum of 21 points per night. Coaching is not allowed.

Fees for Masters League is \$45 per team (This will increase to \$51.00 Spring 2026)

Bonus Point: 4 Bonus Points per team match will be available for teams that are current on all fees and have accurate score sheets.

Bye Points: 15 Bye Points + 4 Bonus Points

Individual Forfeit Points: 5 Points

Full Team Forfeit Points: 15 Points

Playoff matches are scored the same as in weekly play, except a forfeited individual match is worth 7 points. In the case of a tie at the end of a team match, the tie will be broken by the number of individual matches won.

Matches must be played by the scheduled match date. If you need to reschedule your match, the entire match must be pre-played. Please show good sportsmanship and work together with your opponent if your team is requesting a reschedule.

The winner of the League's Masters Championship will earn Travel Assistance to compete in Las Vegas at the Masters Championship in the Showdown Series.

If Albuquerque-Metro APA receives a second slot into the Masters Championships, all teams participating in the division (with the exception of the 1<sup>st</sup> place team who has already earned a slot) will be invited to play in the Vegas Qualifier to compete for the second slot and advancement to Las Vegas.

Currently, for a slot in the Masters Championship in the Showdown Series, Albuquerque-Metro APA must have a minimum of 10 teams playing in the Masters League. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list. If by chance, we are not granted a Master's slot, Travel Assistance will still be available for the Master's team to travel to the Showdown Series to participate in MiniMania. The amount of Travel Assistance awarded to the winner of the League Masters Championship will be determined based on the number of Masters teams in the division. The Travel Assistance Fund will be used to provide Travel Assistance to those teams advancing to the Master's Championship in the Showdown Series, or in the alternative MiniMania. 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 in the League's Masters Championship.

Travel Assistance will be awarded.

If the APA of New Mexico does not have a division, we will enter a request for a slot, and if awarded will run a qualifying tournament.

**HAVE FUN! GOOD LUCK AND GOOD SHOOTING!**