



Orange County

Orange County APA Pool League

LOCAL LEAGUE BYLAWS

Effective Immediately

Revised **May 1, 2023**

Approved For Use By The APA National Office

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Sunday 12pm – 6pm

CLOSED FRIDAY & SATURDAY

Introduction

We 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 prior to the revision date of this document are null and void.

Age Requirements

You must be 21 years of age or older to compete in The Orange County APA Pool League

Membership Fee – Membership Application

The annual membership fee is \$30.00 Each player must be a member of the American Poolplayers Association by registering and paying their membership on APA Online Member Services prior to participating in any and all APA team matches and events. The membership fee must be paid online prior to the ***first time a player participates in a match.***

If a membership fee is not paid prior to the League Office processing scoresheets for the week, the match will be forfeited the offending team will receive zero points for match played by that player.

Each year, all returning members must renew their membership on APA Online Member Services, by the time the first match is played in the Spring Session or by the fourth week of the Spring Session, whichever comes first. Unpaid players will be dropped from a team's roster if they are not paid by the fourth week of the Spring session and will not be able to be added back until membership is paid.

If a team is qualified for the World Qualifier Tournament and they have a player on their roster who has not paid their membership dues by the fourth week of the Spring session, that player will be dropped from the team roster and the team will lose its eligibility for the World Qualifier Tournament. NO EXCEPTIONS.

Team Fees

The weekly team fee for each match, **regardless of how many individual matches are played, forfeited or incomplete**, are as follows:

- \$50 for an 8-Ball team
- \$50 for a 9-Ball team
- \$90 for a Double Jeopardy team
- \$30 for a Ladies team
- \$30 for a Doubles team
- \$30 for a Masters

Payment may be made online via the OCAPA Member Services app. The League Office will apply the payment to the week that is paid for in the app. Teams will not be able to pay for a week, after the scores have been processed, via the OCAPA Member Services app (league.poolplayers.com). Instead an invoice will be emailed to the captain to be paid electronically.

Teams that are past due at the end of the session will not be eligible for bonus points, playoffs, wild card draws for playoffs or any Higher-Level Tournaments. Team Captains and team members on a team that are past due at the end of a session will not be eligible to play on any team in the League until the past due fees are paid in full. If the past due is not cleared with the League Office by the last week of the session, all past dues will be equally distributed to all team members that played a match during the session and each team member will be suspended. Once a player clears their past due balance with the League Office, the temporary suspension will be released allowing them to participate in any League match.

If a team is past due \$100 or more, that team may be, at League Office discretion, suspended and turned into a BYE until all fees are paid in full. Once the balance is paid in full, the team can return at the discretion of the League Office. All points will remain as is. If a team does not bring their balance current and they are dropped from the schedule, then they will be charged the remaining dues for the remainder of the session including the first week of playoffs.

Weekly Fees and Scoresheet Submission

Teams must submit their weekly team fee payment to the League Office each week using the following method:

- Payment must be made in full using the Member Services app (league.poolplayers.com) immediately following the team's match
- Paper scoresheets may be submitted using the "CamScanner" App
- Convert to a PDF file
- Attach to an email
- Or just Email a picture of the scoresheet to scoresheets@yahoo.com
- Electronic Scoresheets must be submitted through the ScoreKeeper App
- Teams may use the Scorekeeper app instead of paper scoresheets

- Scoresheet and payment must be submitted the night of play of the scheduled match and must be received by 10:00 AM the following day.
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Late Scoresheet Submission/Late Payments

If online payment and scoresheet submission is not submitted the night of play or the League Office does not receive the online payment and scoresheet by 10:00 AM the following day, the team will not earn the bonus points for that week. If a team is consistently late, the following penalties will occur:

- One, two, three or four lates during the session
The team will not earn the bonus points for the week.
- Five, six or seven lates during the session
The team will not earn the bonus points and the team will be penalized all match points earned for the week.
- Eight or more lates during the session
The team will not earn the bonus points, the team will be penalized all match points earned for that week and the team will be assessed a \$20 late fee due the following week.

Bonus Points

Bonus points are earned weekly and for early bird registration. Bonus points will be included when determining division standings at the end of the session. Team Captains should notify the League Office during office hours or by email within 48 hours after the information is posted online, if they did not receive their earned points and believe there is a discrepancy. Points will only be returned if there was a League Office error.

Weekly Bonus Points will be awarded as follows:

- A team will earn 2 Bonus Points in 8-Ball and/or 10 Bonus Points in 9-Ball if:
 - The scoresheet is submitted on time
 - Weekly fees are paid in full
 - All membership fees are paid the Member Services app ((league.poolplayers.com) for new and existing non-paid members
 - The scoresheet is completed correctly and signed by both teams
 - The team printed and used their own scoresheet from APA Online Member Services or scored using the ScoreKeeper app.
 - In 9-Ball Only: Both the scoring and roster side of the scoresheet is submitted.

Additional Bonus Points can be earned during the session by the following:

- Early Bird Registration: Existing teams are expected to register their team with the League Office for the next session on or before their last week of play. Teams will be notified via, Member Services app notifications, Facebook, website, and in the message center of the scoresheet and on flyers attached to the weekly scoresheets, when Early Bird Registration begins. Each team that submits the Early Bird Registration form by the deadline will earn 2 additional bonus points in 8-Ball and/or 10 additional bonus points in 9-Ball for the **current** session.

Paper Scoresheet Completion/ Online Scoresheets

Scoresheets must be filled in correctly, completely, and legibly. Examples of correct 8-Ball and 9-Ball scorekeeping are posted online and can be found in the APA Official Team Manual.

- When keeping score in 8-Ball, note all errors that occur when a player is shooting the 8-Ball:
- Pay attention to the Message Center area of the scoresheet. This is one form of communication the League Office uses to relay changes, updates and news to Team Captains and players.
- All teams are required to print their own scoresheet, with their teams Team Number printed in the top right-hand corner, from APA Online Member Services each week. See below for more information on the Orange County APA Mail System and Online Scoresheets.
- **Innings and defensive shots do not have to match However, both Captains must compare scores and agree upon the scores before they are submitted to the League**

All players must be registered with APA Online Member Services to pay their yearly APA Membership, access stats, rosters and scoresheets and to pay their weekly fees. Scoresheets will be available to print the day before a team match at noon. Teams should not print their scoresheet any earlier in case of roster/skill level changes. Every team is responsible for printing their own scoresheet each week for their team match. Anyone on the team can print the scoresheet as long as they are registered members on the website. Scoresheets can be printed using APA Online Member Services, APA New Member Services or the APA "Pool League" App. If a team prints out more than one scoresheet for the evening, use the one that was printed last. A team can see when the scoresheet was printed by the time/date stamp. If a player is having difficulties printing the team scoresheet, contact the League Office **during business hours**. DO NOT use a copy of the opposing team's scoresheet or a blank scoresheet without League Office approval.

Electronic ScoreKeeper App

Be sure to download and log into the app BEFORE arriving for league night.

Download the app from the app store – search your phone or tablet app store for "APA Scorekeeper" and download the app.

IMPORTANT

Do not use the app until the actual match begins! These matches are live. If you score the match and submit it for “practice” it will no longer be available for you to score on league night. However, this is just a digital scoresheet, and the scores will not go toward your team and individual stats until the league operator enters the scores.

All captains should have a paper scoresheet available in case of unforeseen app errors.

Match Start Times

Scheduled match play begins at the Match Start Time posted on your weekly score sheet, real time – not bar time. Sunday night matches start at 5:00 P.M. and **all other nights with standard format teams begin at 7:00 P.M.** Alternate formats will have the start time posted on their scoresheets. **There is no grace period if one player from both teams is present.** The coin must be flipped at the Match Start Time. Failure to do so may result in individual matches being forfeited. If a team does not comply to this rule, contact the League Office Cell Phone immediately. Even if only one player is available on one or both teams, start play on time. A team does not need a score sheet to start play. Play must be continuous once the first match has begun. A team may forfeit one individual match if there is no player present to start the match after fifteen minutes. A team may forfeit two individual matches if there is no player present to start the match two (2) minutes after the first forfeit. A team may forfeit the entire team match if there is no player present to start the match 2 minutes after the second forfeit. The League Office must be contacted prior to matches being forfeited due to a team not being at the match site on time.

Forfeits

In 8-Ball, each individual match forfeited is worth 2 points and is scored 2-0, except in playoffs and Higher-Level Tournaments where forfeits are worth 3 points and scored 3-0. In 9- Ball each individual match forfeited is worth 15 points and is scored 15-0, except in playoffs and Higher-Level Tournaments where forfeits are worth 20 points and scored 20-0.

Full team fees are due regardless of how many individual matches are completed in a given night. If a team forfeits an individual match or has an individual match forfeited to them, they will be responsible for paying their own fees.

If a team forfeits an entire team match, otherwise known as a no show, then they will be responsible for paying both teams weekly fees except in playoffs where both teams are responsible for their own fees. The forfeiting team will receive zero match

points and will not earn the bonus points for that week. The non-forfeiting team will receive BYE points and will earn the bonus points for that week as long as they are current with all team fees and/or are not withholding any team envelopes or scoresheets. Scoresheets do not need to be mailed / emailed to the League Office in a full team forfeit situation.

The League Office must be contacted prior to a forfeit situation due to a rules infraction.

If the League Office is not contacted prior to a forfeit situation due to a rules infraction, the League Office may double forfeit the match and not award any match points or bonus points to either team. Also, both teams will be required to pay their league fees for that week.

Byes

BYES will be worth 8 match points plus 2 bonus points in 8-Ball and/or 60 match points and 10 bonus points in 9-Ball. No weekly fees or scoresheets are due for a BYE. **A team must be in good standing** with the League Office and **current with all team fees** to earn the bonus points for that week.

Holiday Play

League play will be scheduled on all holidays with the exception of Superbowl Sunday, Easter, Memorial Day, 4th Of July, Labor Day, Thanksgiving Day, Christmas Eve, Christmas Day, New Year's Eve and New Year's Day.

Rescheduling Matches

The option to reschedule a team match should only be used for **extreme** circumstances.

- The League Office must be notified if a match needs to be rescheduled **at least one week in advance** of the original scheduled match date. Failure to notify the League Office of a reschedule will result in both teams forfeiting the match.
- **Both teams must agree** to a reschedule before one will be allowed
- Rescheduled matches can be completed any time prior to the match and up to **two weeks after** the original match date or on another date with the league Offices approval.
- All rescheduled matches **MUST** be completed before the last 2 weeks of the session No Exception.
- If a rescheduled match is not completed in the allowed time frame, then both teams will forfeit the match and bonus points for that week of play
- Matches may not be rescheduled in the last two weeks of the session (unless they are played in advance) or during playoffs

The following conditions will result in a MANDATORY League Office reschedule,

without a week's notice, and the same rules for completing the rescheduled match as stated above will need to be followed:

If a team is participating in a Tri-Annual Tournament

- If a team is participating in a World Qualifier tournament
- If a team is participating in the APA World Pool Championships tournament
- If a team cannot field their five lowest players to the 23-Rule due to their players participating in a National/Regional tournament such as any Showdown Series event, Singles Regional, Poolplayer Championship, World Pool Championship or Southwest Challenge.
- If a team feels as if their safety is at risk due to inclement weather or an act of nature.

During a MANDATORY League Office reschedule, the League Office will set a date and time for the reschedule to occur. Teams cannot change this date and time. If one or both teams do not play the mandatory League Office rescheduled match, one or both teams will forfeit that match and will have to pay their league fees.

Splitting Matches

If both teams are in agreement, matches may be split after the first match is completed.

If the third match has not started by the official start time plus one and a half hours, the match must be split to a second table, if available. If a team requests a split, and there is a table available, the request must be met or the team that does not agree to the split will forfeit that individual match.

A team is subject to penalty if an available table is made unavailable for a splitting matches situation and it is later determined they, in any way, caused it to be unavailable or resisted using the second table.

Double Posting/Replay Rule

- Two (2) Double posts are allowed per session, only one per night of play.
- There will be **NO** Double Posts allowed in the last two weeks of the session.
- The opposing team chooses which player to double post, based on the players that have already played that night, and will not make the team break the 23 rule.
- If you are double posting a player, you must make sure that your roster can still carry 23 or less skill level points in 5 matches played without a double post.
- Players cannot leave the Host location to influence the post.

- Those players that played that night, and have left the host location, can be chosen by the opposing team and will result in a forfeit if not present and ready to start a match without delay.
- Teams that double post will have a # next to their team's name to indicate how many Double Posts have been used by that team for the session.

New Teams Added To A Division After The First Week

New teams added to a division after the first week of the session will receive last place points in that division.

Adding Or Dropping Players From A Team Roster

A team may add or drop a player as needed from their roster until the last five weeks of the session without League Office approval. There will be no adds or drops allowed in the last five weeks of the session, without League Office approval.

For an added player to participate in a League match, the opposing team must be notified that a team is adding a player prior to the official start time of the first match.

- To add a player, write the players name under the other names on your copy of the weekly scoresheet, or add the player to your roster on the ScoreKeeper app.
- To drop a player, draw a line through the players name on your scoresheet and mark drop or delete the player from your roster on the ScoreKeeper app,. Players will not be dropped from a roster unless drop is written next to their name on the paper scoresheet.
- If your team is qualified for the World Qualifier, you cannot change your roster after the first match has started week 4 of the Spring session. Your roster will be frozen. If a change is made, your team will be disqualified from the World Qualifier. **NO EXCEPTIONS.**

Minimum Match Requirements

For a player to participate in any of the following events, a minimum match requirement must be met.

- Playoffs
 - A player must play at least five times with their team during regular session
 - A player in a Masters Playoff must play at least four times with their team during regular session play.
- MVP
 - A player must play at least six times with their team during

regular session

- Tri-Annuals
 - A player must play at least five times with their team during regular session play and have ten matches played in the last 2 years by the date of the Tri-Annual Tournament.
- World Qualifier
 - A player must play at least five times with their team during regular session in the session they qualified and all subsequent sessions, including being on a team the following Summer session, in the same format.
 - A player must have at least ten lifetime scores in the format the team has qualified for by the end of the Spring Session, which includes playoffs.

Patches

Patches will be given to all players who accomplish outstanding feats in their team match. The scoresheet must be marked properly and must be accompanied with a "Patch Request Form" that will be available to be printed as an attachment to your weekly paper scoresheet (Additional copies of the form will be available to print from the Orange County APA website) in order for a player to earn these awards. The Patch request form should be emailed to: scoresheets@yahoo.com or a photo of the completed form can be sent via text to either League Operator. Patch Request Forms must be submitted by the next day after the match is played to be valid. There will be no exceptions.

The following patches are available to players:

- 8-Ball
 - 8 On The Break
 - 8 Break & Run
 - Mini Slam (Both 8 On The Break and 8 Break & Run in the same individual match)
 - I Beat A 7
 - Rackless Night
 - 7 Skill Level
- 9-Ball
 - 9 On The Snap
 - 9 Break & Run
 - Mini Slam (Both 9 On The Snap and 9 Break & Run in the same individual match)
 - I Beat A 9
 - 20-0 Match
 - 9 Skill Level
- Specialty Patches

- Grand Slam (Both an 8-Ball and 9-Ball Mini-Slam on the same night or in the same week)
- Team Captain
- World Qualifiers
- I Won My 1st Match

Home Team Advantage – Multiple Teams Playing At Home

It is the home team's choice (house rules apply) of which table, cue ball, object balls and rack will be used that night in League play. The table being used must be the smallest of the tables designated by the Host Location. The cue ball must be a regulation cue ball, not a colored or a training cue ball. Measle/red dot cue balls are allowed. The object balls must be regulation size, shape and color. The use of the magic rack is not permitted in the Orange County APA Pool League.

In the case that two or more teams have home team advantage and want to use the same table for their match, it will be the team with the highest points in the division (the highest 8-Ball points in Double Jeopardy divisions) choice of which table to use for that night of play providing there is at least one team member at that table fifteen minutes prior to the match's official start time.

Pocket Markers In 8-Ball –Properly Marking The Pocket

You may not mark your pocket with a piece of chalk, chalk holder or coin currency to avoid confusion since these items are commonly found on a pool table. If a player marks their pocket with either of these items and the 8-Ball is pocketed, it is a Sportsmanship foul. No foul has occurred if the 8-Ball makes contact with the pocket marker when being pocketed. The pocket must be marked within certain diamonds on the table in order to be marked properly. If a player marks their pocket outside of the marked diamonds and the 8-Ball is pocketed, it will be a sportsmanship violation.

Third Party To Watch A Hit – Simultaneous Hit

In the event that a player may make a questionable hit, a third party needs to be called to referee the shot. It is recommended the third party be a knowledgeable player not on either team but is not mandatory. The non-shooting player must stop the shooting player prior to the shot and ask for a third party. Once the third party has judged, the decision is final. If a third party has not been called, the call will go to the shooter. A simultaneous hit (split hit) is considered a good hit.

Male 1's And 2's

Male skill level 1's in 9-Ball and Male skill level 2's in 8-Ball is allowed in regular session match play and playoffs. In Higher Level Tournaments including the World Qualifier and the World Pool Championships,

male skill levels 1's in 9-Ball will participate as skill level 2's and male skill level 2's in 8-Ball will participate as skill level 3's.

Wild Card Draw

After the final week of play, the League Office will conduct the Wild Card. Those teams not seeded in the playoffs are eligible for the draw. Teams will lose eligibility for the Wild Card draw if they are past due any amount, have had more than two late Scoresheet during the session, they forfeited more than four individual matches in the session or are judged ineligible by the League Operator for some other reason such as sportsmanship issues.

If all teams in the wildcard draw have had more than two late Scoresheets during the session, then the team with the most points will earn the Wild Card spot.

Division Playoffs

Playoffs are held at the end of each session to determine Division Champions.

- NOTE: A team cannot forfeit more than three individual matches within the last 2 weeks of regular session weekly play or 4 times during the regular session. Teams that violate the forfeit limit will forfeit eligibility into Playoffs and the Tri-Annual Tournament.

In a Division with 6 or more teams: The first-place team of each division (known as the Division Champion) will advance directly to the Tri-Annual tournament for that session. The 2nd place thru 6th place teams of each division will be in the playoffs as well as one Wildcard team, drawn from the remaining eligible teams in the division. 2nd place will play the Wildcard team, 3rd place will play the 6th place team and 4th place will play the 5th place team. The 3 teams that win the playoffs as well as the Division Champion (4 teams total) will advance to the Tri-Annual Tournament each session. 32 teams in 8-Ball and 16 teams in 9-Ball will compete in the Tri-Annual Tournament. Playoffs will be scheduled on corresponding League nights. The next session will begin the following week.

In a 4-5 team division 1st place versus Wildcard, winner will advance to Tri-Annual.

No more than three teams from the same 4-5 team division will be allowed to participate in the Tri-Annual.

Player Eligibility for Division Playoffs: Players must have played at least 5 times with the team during the session to be eligible to play in the Playoffs.

Tri-Annuals and World Qualifier Tournaments

The Tri-Annual tournament is held three times a year and is considered an extension of playoffs. Teams can only play the original players from the roster of the session they qualified, and those players must

be on the original roster in the next session to remain qualified for the Tri-Annuals. All players must have 5 matches played with their team in the session they qualified, and they must have ten matches played in the same format, in the last two years, before the Tri-Annual Tournament date, to be eligible to play in the tri-Annual Tournament. **NO EXCEPTIONS** This tournament consists of all teams who came in first place in their division and/or won their playoffs. The Tri-Annual tournament is a single elimination format. In each Tri-Annual tournament, the top 8 teams in 8-Ball and the top 4 teams in 9-Ball will advance to the World Qualifier. and win a monetary performance award and trophies. The Tri-Annual Tournament Payout is as follows:

8-Ball: Top 8 teams advance to the World Qualifier, receive \$500.00 per team and each player on the team receives a trophy.

9th - 16th place receives \$250.00 per team

17th – 32nd place receives \$ 160.00per team

9-Ball: Top 4 teams advance to the World Qualifier, receive \$500.00 per team and each player on the team receives a trophy.

5th - 8th place receives \$250.00 per team

9th – 16th place receives \$160.00 per team

Teams that qualify for the World Qualifier Tournament **cannot qualify more than once.**

If a team has already qualified for the World Qualifier Tournament and wins the Division Champion title and/or qualifies for playoffs, that team will go to playoffs and if they win will go to Tri-Annuals. That team will ALSO be qualified for another tournament called the Cash Cup Tournament (see Cash Cup Tournament bylaws).

The World Qualifier tournament is held once a year and is considered a Higher-Level Tournament. This tournament consists of 24 teams in 8-Ball and 12 teams in 9-Ball. Teams earn their spot into this tournament by being Tri-Annual champions from the Summer, Fall and Spring Sessions. In 8-Ball, three teams will advance to the World Pool Championships. In 9-Ball, two teams will advance to the World Pool Championships. All teams advancing will be awarded with travel assistance (see travel assistance bylaw) monetary rewards and trophies.

The World Qualifier Tournament Payout is as follows:

8-Ball

Top 2 teams go to The World Pool Championship, receive \$1,000.00 per Trophies and travel assistance.

4th thru 6th place receive \$750.00 per team

7th thru 9th place receive \$ 500.00 per team

9-Ball

Top 2 teams go to The World Pool Championship, receive \$1,000.00 per team trophies and travel assistance.

3rd and 4th place receive \$750.00 per team

5th thru 8th place receive \$500.00 per team

The teams that go to The World Pool Championship will also be invited to the World Pool Championships sendoff party hosted by the Orange County APA League Operator prior to the event.

Sudden death will be enforced at the Tri-Annual and World Qualifier Championship Tournaments. In 8-Ball: Sudden death will be implemented at the three-hour mark. Each team match must be in the fourth individual match by the three-hour mark or all subsequent matches will consist of 2 racks regardless of skill. If a team is not in the fifth individual match by the 3-hour-and-30-minute mark, then the final rack consists of 2 racks regardless of skill.

In 9-Ball: Sudden death will be implemented at the three-hour mark. Each team match must be in the fifth individual match by the three-hour mark, or all subsequent matches will consist of points earned being doubled.

All players participating in the Tri-Annual and World Qualifier tournament will play at their highest session ending handicap or what they are currently in regular session – whichever is the higher of the two skill levels.

The World Qualifier tournament (formally known as the Local Team Championships or LTC's) is held once a year in June and is considered a Higher-Level Tournament.

Every eligible team must maintain active team status and must play in the Spring Session to retain eligibility to the World Qualifier and the World Pool Championships. If a team qualified in the Summer Session, they must participate in the Fall and Spring Session with at least four original members on the team. If a team qualified in the Fall Session, they must participate in the Spring Session with at least four original members on the team.

A team's Spring Session roster is their World Qualifier and World Pool Championships Tournament roster even if the team had a different roster when they qualified. A team that qualified in the Summer Session can make changes to their roster in the Fall Session (as needed) and in the Spring Session (with League Office approval only) if the same four original members remain on the roster from the time they qualified. A team that qualified in the Fall Session can make changes to their roster in the Spring Session (with League Office approval only) if four original members remain on the roster. (See the Adding Players to The Roster of A Qualified Team In The Spring Session bylaw)

All qualified players must play at least five matches with the team in each following session from the time the team qualified or they will be deemed ineligible for Higher Level Tournament play.

All qualified players must have a skill level based on ten lifetime matches and those matches must be attained by the end of the Spring Session in the same League year that the player is advancing to the World Qualifier.

All teams must remain in the top 50% of their division in all following sessions of the League year -or they will be subject to loss of eligibility.

All players participating in the World Qualifier will play at their highest session ending handicap from the session they qualified for the event or what they are currently in regular session – whichever is the higher of the two skill levels.

Travel Assistance

Teams that win the World Qualifier and advance to the World Pool Championships will be awarded travel assistance as follows:

- 8-Ball and 9-Ball Teams
 - \$1,000.00 in travel assistance. \$800.00 of the travel assistance goes towards the cost of the teams' rooms at the Westgate during the World Pool Championship. \$200.00 goes to the team for gas and other travel expenses.

In the event a qualified team decides not to attend the World Pool Championships, the team will forfeit all awards and travel assistance. If the team has already received travel assistance, the team will be required to repay the entire amount to the Orange County APA Pool League travel fund. Failure to do so will result in suspension of membership for each member of the team until the travel assistance has been repaid.

Cash Cup Tournament

The Cash Cup Tournament is not considered a Higher-Level Tournament.

It is specifically for teams who have qualified for the World Qualifier and then won the Division Title or qualified playoffs a second time. Also, all the runner-up teams (3 8-Ball and 2 9-Ball teams) in the World Qualifier in each bracket are qualified for the Cash Cup.

The Cash Cup will be played in the same format as the Team Captain Championship format.

Teams will choose 3 team members to participate. Total skill level of the three players cannot exceed 15.

A player's highest skill level between formats (8-Ball and 9-Ball) must be used towards the 15-rule.

EXCEPTIONS – skill level 8/9's will count as 7's and skill level 1's will count as 2's in this tournament.

Alternate between 8 and 9-ball racks, starting with 8-Ball. Each individual rack is worth one team point.

First team to five points wins the match.

The tournament will be a single elimination tournament and the payouts are as follows:

1st Place - \$3,000.00 per team

2nd Place - \$1,500.00 per team

3rd place (2 teams) \$750.00 per team

Top Shooter and MVP Program And Tournament

The Orange County MVP Program awards the highest finishing players in each skill level tier in the League for 8-Ball and 9-Ball Divisions, a custom “Black Jacket”. This is the highest award bestowed upon the individual players in the league. The players that come in first place in their skill level in their division receive a “Top Shooter” plaque.

The top ten players from each divisional in each Skill Level Tier, are invited to play in the tiered Top Shooter Tournament at the end of each session where players will win cash and every tournament winner receives a “Top Shooter” Custom Hoodie.

Buy in for this Tournament is \$20.00 with 100% of proceeds paid back to 1st, 2nd and two 3rd place players.

In order for a player to qualify, they must play at least six times with their team during the regular session.

Using regular session data, qualifying players will be determined by using the following equation to determine their “Points Available” better known as their “PA” percentage: $\text{Number of points earned} \div \text{number of points available} = \text{MVP Score}$.

8-Ball Example: In every 8-Ball match, a player has 3 points available to win. If a player plays 10 matches, they have 30 points available to win. If they win a total of 13 points in those 10 matches, then the calculation is: $13 \div 30 = .43$ or 43%. This means that player won 43% of the points available “PA” during the session and that is their MVP score.

9-Ball Example: In every 9-Ball match, a player has 20 points available to win. If a player plays 10 matches, they have 200 points available to win. If they win a total of 162 points in those 10 matches, then the calculation is: $162 \div 200 = .81$ or 81%. This means that player won 81% of the points available “PA” during the session and that is their MVP score.

Ties will be broken in the following order using regular session play data: (1) Total number of matches played during the session, (2) session win percentage, (3) session performance points, (4) lifetime win percentage.

The skill level tiers are broken down as follows:

- 8-Ball

- o Blue Tier (Skill Level 2-3)
- o Yellow Tier (Skill Level 4)
- o Red Tier (Skill Level 5)
- o Orange and Purple Tier (Skill Level 6 & 7)
- o
- 9-Ball
- o Green Tier (Skill Level 1-2-3)
- o White Tier (Skill Level 4-5)
- o Grey and Black Tier (Skill Level 6,7,8 & 9)

For a player to remain eligible to participate in the tournament, they must be actively participating on a team the following session in the format they qualified.

Incentives

The Orange County APA offers various Team Captain, player and team incentives. These offers cannot be combined, unless otherwise noted.

- Recruit A Friend – New Member Incentive
 - o If a player brings a new member into the league, they can earn an official APA T-shirt. The referring player must email the League Office (knichols@apaleagues.com) within one week of the membership being paid on APA Online Member Services. Once the new member's dues have been paid on APA Online Member Services and the email is received by the League Office, the referring player will be awarded a t-shirt.
 - o The player recruited must be new to the APA (never played or had a membership in the APA) and must be recruited by a current APA member, not by the League Office or a player found on the website posting. Only one player can claim the new recruit and only one T-shirt will be awarded per new member. This incentive cannot be combined with any other incentive.
- Team Captains Incentive
 - o Any player who Captains a new team with four or more new APA members (never played or had a membership in the APA) will receive \$100 in cash at the following session's Start Of Session Meeting.
 - o The four new players must be listed on a team's roster and all new memberships must be paid on APA Online Member Services prior to the League Office processing the first night of team play, even if the new players do not participate in the team's first week's match.

- o The four new players must play at least five times during the session.
- o Two or more late envelopes void this incentive. This incentive cannot be combined with any other incentive.
- o The Team Captain must notify the League Office via email @ knichols@apaleagues.com within one week of this incentive being earned in order to qualify.

Sportsmanship Violation

In The Official Team Manual, some rules state that breaking a rule may be subject to a sportsmanship violation and may have points deducted at the discretion of the Local League Management or League Operator.

The penalty for sportsmanship violations in the Orange County APA are as follows:

1. First offense – Player and/or Team will receive a written warning.
2. Second offense – The team that the player is on that committed the sportsmanship violation will lose their bonus points for that week.
3. Third offense – The team will not only lose their Bonus points but will also lose their match points for the week the violation occurred.
4. More than 3 violations – The player will be suspended for as long as the Board of Governor’s determines is fair for the offense.
5. All sportsmanship violations are listed in the APA Official Team Manual.

Some examples of sportsmanship violations are:

Playing too slow (a shot should only take 20 seconds or up to a minute for tough shots),

taking too long for time outs continuously (time outs are 1 minute only),

Taking too long between posts (you have 1 minute to post)

If a player or team has committed a sportsmanship violation, the League Operator needs to be notified.

You can do this by writing the violation on the bottom of the paper scoresheet,

write it in the comment section of the ScoreKeeper app before submitting the scoresheet,

email to knichols@apaleagues.com or enichols@apaleagues.com

text to 714-674-7665 or 949-295-2052

All submissions are confidential.

Skill Level Evaluations – Must Be Made In Writing

The league office will not discuss handicaps of any players over the phone or in person, except for the player themselves. No other player can ask the League Operator about another players skill level.

A player may submit a written recommendation to the League Office for any players handicap review. Referrals may be made by submitting a skill level evaluation request in writing via email to: knichols@apaleagues.com.

Please include the players name and member number and a short description of why you think that player should have their skill level evaluated.

All emails are confidential.

Handicap Review Committee

The Orange County APA has formed a Handicap Review Committee made up of players throughout the League.

This Committee will anonymously evaluate players skill levels.

The League Operator has the final authority; however, the APA has asked League Operators to refrain from overruling the HRC's decision.

The HRC will meet periodically or whenever it is necessary, for example; Whenever there are specific complaints about a players skill level.

Periodically review all players skill levels.

Review new members and make recommendations concerning the assigning of skill levels to "known" highly skilled players.

To review the skill levels of all players entering a Higher-Level Tournament.

The League Operator chooses the players who will serve on the HRC.

All Handicap Review Committee business is confidential.

Refusal To Do Business

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

Some examples of reasons for refusal to do business with a player, but the league is not limited to are:

Players who are disruptive to the League, Players who repeatedly complain about handicaps and/or are constantly negative in their attitude towards the league during League play, Players who otherwise deride the League in public such as social media.