

3. MEMBERS BARRED FROM HOST LOCATIONS

If a team has a member on its roster who is barred from a Host Location, that member will only be allowed to play with the permission of the Host Location Owner or Manager. This is beyond the control of APA.

4. RESCHEDULING & MAKE-UP MATCHES

Make-ups will only be allowed in the first 10 weeks of the session. The only exceptions to this rule are noted below.

a. SEVERE WEATHER

If severe weather occurs, the Team Captains should reschedule the match as soon as possible. PLEASE NOTIFY THE LEAGUE OFFICE IF/WHEN YOU ARE RESCHEDULING YOUR MATCH.

b. HOLIDAYS

All matches scheduled on holidays can be rescheduled and played prior to the original match date or up to two weeks after the original match date. Pre-playing the match is recommended. PLEASE NOTIFY THE LEAGUE OFFICE IF YOU ARE RESCHEDULING YOUR MATCH.

c. TRI-CUPS/CITY TOURNAMENT

All teams participating in a Tri-Cup/City Tournament that conflicts with their regularly scheduled weekly match **MUST RE-SCHEDULE THEIR WEEKLY LEAGUE MATCH.** Due to the timeframe that cities occurs in following the start of the session, pre-playing the match is not always possible (however, it is still preferred). Therefore, the match can be played prior to the original match date or up to two weeks after the original match date. All monies and score sheets must be turned in as soon as the match is completed. If matches are unable to be completed in full in the designated time frame, team captains must call APA to for approval to complete the match at a later date.

d. FILLING A BYE

If a BYE is filled in a division, make-up matches may be required. APA will send scoresheets for any matches that need to be made up due to filling the BYE with your regular week's scoresheet. Keep the scoresheet and turn in the make-up once the match is completed in full.

If matches are unable to be completed in full in the designated time frame, team captains must call APA to for approval to complete the match at a later date.

5. REPLAYS

If a team is short a player on a designated league night, their opponent may allow them to use the "Replay" rule. The "Replay" rule 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 "replay" rule:

- Teams must notify their opponent of the need to use/or *potential* need to use a "replay" prior to the start of the 4th individual match. If a team has a 5th player show up prior to the start of the 5th match, the player is still entitled to play, even if a "replay" was requested.
- The use of a "replay" is not a guaranteed option; the opponent must agree to allow the team to utilize the "replay" rule. The team may still opt to make their opponent forfeit instead of allowing a replay.
- Once a team agrees to allow their opponent to use a replay, they cannot change their mind. In order to ensure all fairness, the team using a replay should have

the opponent sign their scoresheet in the designated location in message center section at the time the opponent agrees to allow the replay.

- The player that plays the 5th match when a “replay” is used is chosen by the team’s opponent. The player that is chosen to play the “replay” should be notified by the opponent at the start of the 4th match (thus, other players can leave if not chosen).
- The player chosen to play the “replay” match must still allow the team to comply with the **23-rule** (or “4-19 rule” if it applies to the team in question).
- Full team fees are still due if the “replay” rule is used in a team match.
- Teams are allowed to use one “replay” per league night.
- The “replay” must be used during the last individual match (i.e. – 5th match). The “replay” may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match is the 4th & 5th individual matches are forfeited. Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up.
- “Replays” will **NOT** be allowed during playoffs, or during any higher level tournament play.
- Both teams may utilize the “replay” rule on the same night if necessary. In this situation, both teams put up their own player and the team scheduled to put up a player in the 5th match puts up first.
- A team that has enough players present is not allowed to use the “replay” rule; they have to play a player that has not yet played in the match. The only exception to this rule is in the event that the team cannot comply with the 23-rule with the 5 players present to play. The team may then request a “replay” from their opponent. The request must still be made by the start of the 4th individual match.
- In the event a team’s opponent will not allow the use of the “replay” rule, the team **must forfeit** the remaining individual match(es). Make-ups are not an option.
- If a replay is used in a match other than the last individual played match of the night, the re-played 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 “replay” from their opponent. Attempts to take advantage of the “replay” rule should be reported to APA by means of an official protest form.

6. FORFEITS

A team may begin play with one player present. Once the first match is over, the team putting up next has two (2) minutes to name a player, and then the opposing team has two (2) minutes to name a player. The match must start immediately once both players are named for the match. If the team does not have a player available, that entire match will be forfeited.

If any team forfeits 8 or more matches during regular session play, they will not be eligible for playoffs and/or the wild card draw or an auto-advance bid (if applicable). The only exception to this rule is in the situation where a team is forfeiting a match due to their skill levels forcing them to utilize the 4 19-Rule.

7. **JEOPARDY** – After week six (6), if a team declares “Jeopardy” (due to a drop in team members forcing them to add players to their roster) they will not be eligible for the playoffs or higher-level tournaments, if they have to add 3 or more players. In addition, any player added after week six (6) will not be eligible for playoffs or higher-level tournaments.

8. CELL PHONE

If a player answers a cell phone during a game, whether it is their turn at the table or not, it is considered a time out. If the player has already had their maximum timeouts, this will be considered a sportsmanship violation and repeated offenses can lead to a “loss of game” situation. Be courteous, do not use your cell phone while playing a match.

9. TABLE CHOICE

Home team will have table choice, unless tables are assigned by the host location.

10. PAYING FOR GAMES/TABLE TIME

Both teams shall pay equally for table use during the match. Loser pays is not acceptable unless both players agree.

On coin-operated tables – Teams should alternate paying for games throughout the entire team match. If teams choose, quarters can be purchased jointly by both teams to be used throughout the match with the leftover quarters split at the end of the match. As long as the table cost is shared equally, it is up to the teams how they choose to do so.

On time tables – On tables where the host location charges by the hour, there will be a flat rate per team for the use of the table for their match.

11. LAGGING

The cue ball **IS NOT** to be used for lagging.

12. SIMULTANEOUS HIT

A simultaneous hit is considered a good hit.

13. CHANGING STICKS/BREAKING DOWN STICKS

A player can change sticks during a game. It is not a loss of game.

A player is not allowed to break down their cue stick (excluding their break stick), before the match is over (last ball has been made). Doing so before the match is over will result in the player conceding the match. The opponent must call the concession immediately at the time the breaking down of the cue occurs.

14. JUMP SHOTS

Jump Shots are legal in APA if executed correctly (player must strike the cue ball above the equator of the ball in a downward motion). Scooping the cue ball to jump it is **NOT** legal. You must use the stick with which you are shooting the match (or your breaking cue that is being used for the match) when attempting to execute a jump shot. You cannot break the cue stick down or add anything to the cue for the purpose of the shot. Short cues designed for jump shots are not allowed during regular league play (except in Masters Division). All cues used must be standard length.

15. COACHING

Players with a skill level of three (3) or below receive two time-outs per game. All other players (skill levels 4 and above) receive one time-out per game. Time-outs should not exceed one minute.

Any member of the team can be the coach. The coach does not have to be designated

until a time-out is called, and a different coach can be designated for each time-out. (please refer to page 25-26 in the APA Official Team Manual).

Any member of the shooting team may call for a time-out, but only the designated coach for that time-out can approach the player and the table during the time-out. Therefore, the coach for a time-out should be designated before any member of the team approaches the table. More than one member of the team approaching the table when a time-out is called is considered illegal coaching and will result in a ball in hand foul to the player's opponent.

The coach must completely leave the table and/or playing area before a player attempts their shot following a time-out. In addition, during a time-out, the coach is not allowed to mark the table in any way as a means of helping a player aim their shot.

During this time-out, the opponent and his/her coach may also approach the table. However, they should do so briefly and then return to an area away from the table, as not to interfere with the shooting player's time-out.

16. ALTERING THE COURSE OF BALLS

When shooting on the 8-ball, if a player alters the course of the 8-ball or cue ball or stops the cue ball before it stops rolling, **it is a loss of game.** However, the 8-ball or the cue ball hitting the pocket marker is not a loss of game or a foul.

When shooting on the 9-ball, if a player alters the course of the 9-ball or cue ball or stops the cue ball before it stops rolling, **the opponent is awarded the two points for the 9-ball and the break.**

When breaking, if there is a miscue, the player should **not** try to stop the ball. The player should instead let the cue ball stop rolling as the miscue could lead to an illegal break. If the shooter scratches on an illegal break, the break alternates to the opponent.

17. AGE REQUIREMENT

The age requirement to participate in APA pool leagues is 18 years old. However, the host location/bar has the absolute voice on the age minimum to participate in APA in their establishment. The host location/bar has the option to only allow players 21 years of age or older to participate in league in their establishment.

If a team is found to have a player on their roster who was not eighteen (18) when he/she played, **the team could lose their eligibility for any Higher Level Tournament.** The player will also be dropped from the roster.

18. TEAM FEES

8-ball division and 9-ball division team fees are \$30.00 per team, per week. Masters division team fees are \$24.00 per team, per week. Scotch Doubles division team fees are \$24.00 per team, per week. Ladies division team fees are \$40.00 per team, per week.

If a team participates in "Double Jeopardy" (playing both 8-Ball and 9-Ball on the same league night in the same location with the same team), team fees for the second division are \$15 per team, per week. To qualify as a double jeopardy team, the second team in the opposite format must consist of at least 5 common members.

All matches are to **be paid in full** on the original night of play. Full team fees are due regardless of how many players actually play (i.e. - there is a forfeit in a match).

Full team fees are to be paid during session playoffs. This is regardless of how many players actually play (i.e. - match is completed with only 3 players needing to play).

If a team owes any past due money to APA, it must be paid prior to the WILD CARD DRAW or the team WILL NOT BE ELIGIBLE for the draw. In addition, any team owing the league money WILL NOT BE ELIGIBLE to play in playoffs or any higher level tournament.

19. BONUS POINT SYSTEM

Teams will receive bonus points each week of regular session for meeting the following three requirements:

- 1) Turning in correct and completed score sheets (one error allowed). See APA Official Team manual for how to correctly complete a score sheet.
- 2) Turning in full league fees on the scheduled night of play. The team must also NOT have a past due balance left unpaid.
- 3) Not playing a player who owes money to APA, being either membership fees or past due balances (signified by \$\$\$\$\$\$ behind the players name).

All three requirements must be met in order for a team to earn Bonus Points. Bonus Points will be awarded on a weekly basis as follows:

- 8-Ball = 1 Bonus Point
- 9-Ball = 10 Bonus Points
- 8-Ball Scotch Doubles = 1 Bonus Point
- 9-Ball Scotch Doubles = 10 Bonus Points
- Masters = 5 Bonus Points

Team Captains should ensure that all three Bonus Point System Requirements are met prior to turning in your score sheet and league fees to APA. Bonus Points will be used to determine division standings at the end of the session, including Big Dawg. Bonus Points are NOT awarded during playoffs.

Team Captains should send an email to info@apamemphis.com if you feel your team did not receive its "earned" bonus points. Mistakes in awarding Bonus Points by APA will only be given to the team if APA is notified within two weeks of scheduled date of play in question.

20. POINTS AWARDED DURING 'BYE' WEEKS

Teams that have a 'Bye' during the session will receive four (4) points in 8-Ball and sixty-five (65) points in 9-Ball. The points awarded for a 'Bye' at the Local Level are different from the value noted in the 'Official Team Manual' due to the 'Bonus Point System' that is in place at the Local Level. The increased point value assigned to the 'Bye' allows teams to stay competitive through 'Bye' weeks and divisions with a 'Bye' to remain competitive in the 'Big Dawg' race.

21. ORDER OF PLAY

Once a player has been put up, he/she must play. You cannot change players once a player has been named for a match. The only exception to this rule is if a team puts up a player whose handicap will force them to break the "23" rule. The team has the right to change to another player on the team whose handicap will not violate the "23" rule. They must change the player before the balls are broken.

22. SESSION PLAYOFFS

8-Ball & 9-Ball Leagues:

In a division of 5 or fewer teams, the 1st through 3rd place teams and one wildcard team advance to playoffs. There will be one week of playoffs and two teams will advance to the session's Tri-Cup.

In a division of 6-9 teams, the first place team will automatically advance to the session's Tri-Cup. The 2nd through 4th place teams and one wildcard team will advance to playoffs. There will be one week of playoffs and two teams will advance to the session's Tri-Cup.

In a division of 10-14 teams, the first place team will automatically advance to the session's Tri-Cup. The 2nd through 6th place teams and one wildcard team will advance to playoffs. There will be one week of playoffs and three teams will advance to the session's Tri-Cup.

Scotch Doubles Leagues:

In each division, the 1st through 3rd place teams and one wildcard team advance to playoffs. There will be one week of playoffs and two teams will advance to the yearly City Tournament.

Setup for session playoffs may vary session to session, and is at APA discretion. Teams may sometimes gain automatic eligibility to Tri-Cups and/or City Tournaments based on session qualification guidelines.

When a team earns a spot to 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 for session playoffs. The only situation in which a team may forfeit their playoff spot is in the event that the session playoffs for the division can be filled (another team willing and eligible to participate).

In a travel division, the highest ranking team will be the home team for each designated playoff match and playoffs will take place at the home team's location. Home team will have table choice.

23. HIGHER LEVEL TOURNAMENT SKILL LEVEL

All players must enter Higher Level Tournaments at their highest session ending skill level. Ex: If you play two (2) times a week and your team qualifies for the City Tournament and you are a five (5) that night, but a six (6) on another night, then you must play as a six (6) in the City Tournament. This rule is the same for 8-ball and 9-ball; however, 8-ball and 9-ball handicaps do not affect each other.

24. HANDICAPS

The lowest skill level in 8-ball is a 2. Both males and females are allowed to play as a skill level 2 during regular league play. However, all males with a skill level of 2 must play as a skill level of 3 in all Higher level Tournaments.

The lowest skill level in 9-ball is a 1. Both males and females are allowed to play as a skill level 1 during regular league play. However, all males with a skill level of 1 must play as a skill level of 2 in all Higher Level Tournaments.

25. NUMBER OF MATCHES NEEDED TO PARTICIPATE IN PLAYOFFS/TRI-CUPS/CITY TOURNAMENTS

In order for a player to be eligible to participate in the session playoffs or Tri-Cups, he/she must have played **at least six (6) matches** with the team during the session, prior to playoffs beginning.

In order for a player to be eligible to participate in the City Tournament in June (Local Team Championship), a player must have a skill level based on at least 10 actual League scores in the format in which he is advancing. The 10 scores must be attained by the end of the Spring Session in the League year corresponding to the Team Championship in which the player is advancing.

Forfeits do not count as a match played!!!

26. COMPLAINTS

Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing, the night of play or within twenty-four (24) hours of play. Complaints should be submitted on the appropriate form (located in the APA Host Location Notebook or on the website). No fee shall be required to issue a complaint or to file an official protest.

27. TRI-CUPS

A Tri-Cup will be held at the end of each Summer, Fall, and Spring Session for both 8-Ball and 9-Ball. Automatic qualifiers and playoffs winners from each session will participate in the Tri-Cup to gain eligibility to the City Tournament. Each Tri-Cup will qualify six (6) teams, in each format, for the Local Team Championships/City Tournaments that will be held every June. In addition, each team that qualifies will receive a credit equal to three weeks of league play.

- **If a team qualifies for the Tri-Cup in the Summer Session, the team must play in the Fall Session or forfeit their eligibility.**
- **If a team qualifies for the Tri-Cup in the Fall Session, the team must play in the Spring Session or forfeit their eligibility.**
- **If a team qualifies for the Tri-Cup in the Spring Session, the team must play in the Summer Session or forfeit their eligibility.**

28. LOCAL TEAM CHAMPIONSHIPS/CITY TOURNAMENT

The Local Team Championships/City Tournament will be held once a year in June for 8-Ball and 9-Ball. Teams that have gained eligibility via the session Tri-Cups or automatic eligibility via Big Dawg will compete in this tournament for the chance to advance to the National Team Championships in Las Vegas. There will be two qualifiers a year from the 8-ball City Tournament and one qualifier a year from the 9-ball City Tournament.

There will also be a Local Team Championship/City Tournament once a year in June for 8-Ball Doubles and 9-Ball Doubles. Teams that gain eligibility via the session playoffs will compete in this tournament for the chance to advance to the National Team Championships in Las Vegas. There will be two qualifiers a year in 8-Ball Doubles and two qualifiers a year in 9-Ball Doubles.

- **If a team qualifies for the Local City Tournament from the Summer Session Tri-**

Cup or an automatic bid from the Summer Session, the team must play in the upcoming Fall, Spring, & Summer Sessions or forfeit their eligibility.

- **If a team qualifies for the Local City Tournament from the Fall Session Tri-Cup or an automatic bid from the Fall Session, the team must play in the upcoming Spring & Summer Sessions or forfeit their eligibility.**
- **If a team qualifies for the Local City Tournament from the Spring Session Tri-Cup or an automatic bid from the Spring Session, the team must play in the upcoming Summer Sessions or forfeit their eligibility.**

29. ADDING A NEW PLAYER TO A QUALIFIED ROSTER IN THE SPRING SESSION

Any player being added to a team in the Spring Session that is qualified for the Local Team Championship/City Tournament must have a skill level based on at least 20 scores. If the player has fewer than 20 scores, that player must be approved by your League Operator prior to being added to the roster.

30. CITY TOURNAMENT PRIZE MONEY AND TRAVELING FUNDS

Each **8-Ball** team (2 team slots per league year) winning a City Tournament to qualify for the National Team Championships in Las Vegas will receive \$4,000.00 for travel assistance. Each **9-Ball** team (1 team slot per league year) winning a City Tournament to qualify for the National Team Championships in Las Vegas will receive \$4,000.00 for travel assistance. Each **8-Ball Doubles** team (1 team slots per league year) winning a City Tournament to qualify for the National Team Championships in Las Vegas will receive \$1,800.00 for travel assistance. Each **9-Ball Doubles** team (1 team slots per league year) winning a City Tournament to qualify for the National Team Championships in Las Vegas will receive \$1,800.00 for travel assistance. Each **Masters** team (1 team slot per league year) winning a City Tournament to qualify for the National Team Championships in Las Vegas will receive \$2,150.00 for travel assistance. In addition, each winning team will receive a team National Qualifier Trophy and/or individual trophies for each player. (Note: Ladies Division, Masters, and Doubles payouts may vary due to earned slots to Nationals on a yearly basis and team count.) Should a team elect not to go to the National Team Championships, the team will forfeit all awards and monies 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 travel fund. Failure to do so will result in suspension of membership for each member of the team until the travel assistance money has been repayed.

In the event a qualified team decides not to participate in the National Team Championships, the team that finished second in that City Tournament will advance to the National Team Championships.

31. BIG DAWG AWARD

The 8-ball team and the 9-ball team with the most points earned in a session out of all the divisions competing in that format in the entire League area will receive the BIG DAWG AWARD. In the event that two or more teams are tied for Big Dawg, both/all teams tied will receive the award. Each team earning the BIG DAWG AWARD will receive a plaque for each member on the team. In addition to the plaque, the team will gain an automatic bid to the City Tournament (without needing to participate in playoffs or Tri-Cups). **The team must stay in the top half of their division or the team is subject to lose its eligibility.**

32. “RUNNER-UP” IN THE CITY TOURNAMENT

The second place team (runner-up) in the City Tournament gains an automatic entry into the next City Tournament (thus, the team does not participate in the session playoffs or Tri-Cups). **The team must stay in the top half of their division or the team is subject to lose its eligibility.**

33. AUTOMATIC ENTRIES INTO CITY TOURNAMENTS

Any team that gains an automatic entry into the City Tournament (by winning Big Dawg or finishing Second Place in the preceding City Tournament) does not play in the session playoffs and or Tri-Cups. If a team chooses to play in the session playoffs, the team forfeits their automatic entry into the City Tournament.

34. 8-BALL SCOREKEEPING

When keeping score in 8-Ball, please note all errors that occur when a player is shooting on the 8-Ball.

- If a player is shooting on the 8-Ball and scratches, mark **S8** in the block of the game the error occurred.
- If a player is shooting on the 8-Ball and hits it into the wrong pocket, mark **WP8** in the block of the game the error occurred.
- If a player incorrectly hits in the 8-Ball early in a game (before legally pocketing their category of balls), mark **E8** in the block of the game the error occurred.

35. MEMBERSHIP FEES TO APA

Membership fees for all APA players are **\$25.00** per year. All members' annual dues should be paid the first night they play, or by week 6 of the session (whichever comes first). New members should fill out a membership application in addition to following the guidelines established for new members. Teams will not earn bonus points if playing a player whose membership fees have not been paid.

36. ROSTER CHANGES

Teams have until the end of the 6th week of play to make changes to their roster (i.e. – adding/dropping players). To add a player to your roster, write in their name and ADD next to their name. To drop a player from the roster, draw a line through their name and write DROP next to their name. No changes will be allowed following week six of the session without APA approval. Players added to roster after week six without APA approval will count as a forfeit for the team to which they were added if they play a match and they will be dropped from the roster. In the situation where a team is given approval from the APA League Office to add a player following week 6, the added player will be ineligible for playoffs and higher-level tournament play.

Teams that have gained eligibility to a Local City Tournament have until the 4th week of play to make changes to their roster (i.e. – adding/dropping players). Players added to a qualified team's roster following the 4th week of play (but prior to the 6th week of play) will be ineligible for Higher Level Tournament play at the National Level.

37. PATCHES

Earned patches will be attached to your next week's scoresheet. Patches are given each time one is earned with the exception of Rackless Patches. Rackless Patches are limited to one patch per player per session and they are only awarded in 8-Ball. Go to the local APA website for details on what patches are available to be earned during APA League Play and the requirements/restrictions on each patch.

38. PLAYING A PLAYER AT A SKILL LEVEL LOWER THAN APPROPRIATE

If a team plays a player at Skill Level that is lower than their actual skill level, the team will forfeit that individual match to their opponent. Therefore, ensure that you verify with APA the correct skill level of any player not listed on your roster prior to playing them.

39. CONVERTING SKILL LEVELS FROM ONE FORMAT TO ANOTHER

A player must be “established” (i.e. - have a minimum of ten (10) matches) in a format for their skill level to be converted to a different format. For example, if a male player has only played 3 matches in 9-Ball and is ranked a 3, the player must still start 8-Ball as a skill level 4 because he is not yet “established” in 9-ball. Contact APA if you have questions regarding the number of matches played and the skill level a player should start at. Starting a player at an inappropriate Skill Level (a skill level lower than their actual skill level) will result in the team forfeiting the match to their opponent (see By-Law #38).

40. DOUBLES LEAGUE INFORMATION

APA offers a doubles league format in both 8-Ball and 9-Ball. Teams consist of a minimum of two players and can have up to four players on each team. Matches consist of a Singles Match, a Doubles Match, and a second Singles match for a total of three matches. The maximum skill level for the two players in the doubles match is a combined 10. The maximum skill level for the two players in the singles matches is a combined 11. Players must play a minimum of 6 singles matches during the session to be eligible to participate in playoffs (See By-Law #24). Playoffs are played in the same way as regular session league play. In addition, players must have a minimum of 20 actual league scores by the end of the Spring Session of the League year, in the format in which they are qualified, to be eligible to participate in the Local Team Championships/City Tournament.

8-Ball Doubles League:

- Each Singles match is worth 1 point.
- The Doubles match is worth 3 points.
- There are a total of 5 points that can be earned in a given match.

9-Ball Doubles League:

- Each Singles match is worth 20 points with the split based on points earned by each player.
- The Doubles match is worth 20 points, with the winner of the match receiving 12 points and the loser of the match receiving 8 points.
- There are a total of 60 points that can be earned in a given match.