



Lake and Osceola

LOCAL BYLAWS

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Introduction

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

This document explains the structure of the League at a Local Level and should be used in conjunction with the Official Team Manual on the APA Member Services App and poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the **APA is all about having fun, meeting people, and playing pool!**

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

Section 1: Local League Information

Age Requirements

You must be 18 years of age or older to compete in the Lake and Osceola APA Pool League. If a player is under the age of 18 and wishes to play in an open format division they must first receive permission from the host location, then complete a waiver through Lake and Osceola APA. Members under the age of 21 may not be able to play in some Host Locations. We welcome these members to the League, however, when League play occurs in one of these Host Locations team rosters must still be able to support League play with the remaining team members on the roster. Juniors League is available at select locations for ages 7-17. Juniors must be accompanied by an adult at all times during League events.

Office Hours

Local League Office hours are Monday through Friday, 12 PM to 8 PM and Saturday from 12PM to 5PM. If no one is available to take your call, please leave a message with your name and phone number. We will return your call or respond to your text message as soon as possible.

Website & Communication

Our digital calendar is updated 12 months in advance and available 24/7. You may scan the QR code with any QR app to gain access. You may also request access via email by emailing amorgan@gmail.com.

Our website address is <http://lakeosceola.apaleagues.com/>. This website allows you to get the latest up to date information on playoffs, tournaments or any other Lake and Osceola APA Pool League events. You can also set up your Online Member Services account where you can view your schedule, team rosters, standings, and individual records. You will also have access to your lifetime APA statistics, including win percentage, tournament history, 8 or 9-On-theBreaks, Break and Runs, etc.

If you have not already done so, please join our online community by signing up for an Online Member Services account at <https://league.poolplayers.com/login>. **Even if you don't sign up for your Online Member Services account, please make sure we have your email address on file.** All announcements are made first on our website and through our email list. Emails will come from amorgan@apaleagues.com or kmorgan@apaleagues.com.

In addition, we have a Facebook page where you can view and share pictures of tournaments, get updates about league play and chat with fellow APA members. Like the page to follow us. All active members who have liked the page will be entered to win a free membership for the following APA League Year. Drawings on the last day of October, November, and December. We hope that you will interact with us on Facebook!

Team Fees

The Weekly Team Fee is due in full each scheduled matchup regardless of the number of matches played. The full Weekly Team Fee must be paid for forfeited matches as well. If you are paying by check, please make your check payable to Lake and Osceola APA. There will be a \$36 charge for any returned checks, plus a loss of bonus point(s).

- 8-Ball Open - \$50
- 9-Ball Open - \$50
- 8-Ball Doubles - \$20
- 9-Ball Doubles - \$20
- Masters League - \$30
- Ladies League - \$30
- Destination 8-Ball Alt - \$65
- Juniors League \$20

Failing to Complete A Session: If a team prematurely drops from the League after the session has begun, each member of that team may be held accountable (in-part or in-full) for any lost revenue due to their disbandment. Any player who drops from a team resulting in disbandment of a division may be held liable for all lost revenue.



Division Representatives

Division Representatives (Division Reps) are appointed by the League Operator. Division Reps are people who have played in the League for a long time, demonstrated high integrity and are well respected by League members. You will find your Division Rep's phone number on each scoresheet. Division Rep's will also distribute team packages, settle disputes on a local level, conduct meetings as needed and serve as Referee's during Higher Level Tournaments (HLT). For more information about your Division Rep, refer to **The Division Representative** in League Structure section of the Official Team Manual.

Team Envelopes

The team envelopes will be delivered to the Host Location that you are playing at. Envelopes are due at the same Host Location immediately after the end of play. Electronic divisions will have access to backup scoresheets and patch request envelopes at their host location.

Bonus Points for paper scoresheets

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

- Innings are filled in for every game
- The winner and loser of every game is marked with the number of racks won
- Final match score is filled in
- Scorekeepers initials are on the left of the match played
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written
- Sportsmanship rating is completed

Bonus Points for electronic submissions

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

- All matches are scored in the order played.
- Fees may be paid electronically or by cash/check. If any fees are paid by cash or check, it is the Team Captain's responsibility to drop their team's envelope to an approved APA drop box.
- Electronic payment must be sent by 10 am the day following your match.
 - *Submit payment for the correct week of play. Online payments for team dues can ONLY be made on the APA "Pool League" App or on Member Services (league.poolplayers.com).*
 - *Ex. If your team is in week 10 and you pay for week 11, we will apply the payment to week 11 and your team will be past due for week 10 and may not earn the bonus points.*
 - *An invoice will be issued for late payment and is due upon receipt. Teams may use a debit or credit card to process late payment.*
- No abusive comments are submitted in comments to the League Operator
- If any matches were scored using paper scoresheet due to technical issues with the app, a clear and legible picture must be sent to 407-801-5386. The original scoresheet may be dropped in any approved APA box or held by the captain through the end of the session.
- Sportsmanship rating is completed.
- **Please Note:** There will no longer be any late-submission grace period. This means that if your payment and scoresheets are not received by the time we process, your team will not earn the bonus points for that week.

The bonus points awarded will be as follows:

- **8-Ball - 2 Possible Bonus Points**
 - 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 1 point 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 included in the payment envelope and the team being current on all fees due.
- 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 will 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 – 10 Bye Points
- 9-Ball – 60 Bye Points
- 8-Ball Doubles – 8 Bye Points
- 9-Ball Doubles – 50 Bye Points
- Masters League – 17 bye Points
- Ladies League – 6 Bye Points

Note: Teams do not need to submit paperwork or fees for bye weeks. *Byes do not count as teams when determining the size of a division*

Penalty Points

Penalty points may be applied to a team during a session if they fail to follow sportsmanship guidelines and League etiquette as outlined under Etiquette in the Official Team Manual, or Host Location rules.

APA Scorekeeping Clinic

This a voluntary clinic open to all active Lake and Osceola APA players. Our clinic will ensure all players are keeping score the correct way, that will in turn, make sure skill levels are accurate on every player. You will learn about the general rules of the APA and how things are done in our Local League Area. One time each session a video will be made available to players along with an electronic quiz. Each player who completes the quiz by the announced deadline will earn bonus points for each team they are actively playing on.

Forfeits & No Show Points

A team may forfeit up to 4 individual matches in a given match. If no match takes place (one team fails to show, or present players refuse to play), the showing team will be awarded match points and the non-showing team will receive no points. Once a match is forfeited, all subsequent matches must also be forfeited. Any team forfeiting more than five individual matches in a session could lose eligibility to participate in that session’s wild card draw and Playoffs at the League Operator’s discretion.

Number of Matches Forfeited	8-Ball	9-Ball
Individual Match (1-4 matches)	2-0 per match	12-0 per match
Full Team (all 5 matches)	10 + Bonus points	60 + Bonus Points

League play may begin early but must start no later than 15 minutes after the scheduled time. There is no minimum as to how many players must be present for a match to start. In addition, a match must start on time regardless of whether or not the Team Captain or Co-Captain is present. If only 1 player on a team shows for a scheduled match then they may still play their match. If that player refuses to play, then points will be awarded as if the team were a no-show.

Matches must be continuous. If an eligible player is present to play, a team may not hold a match to wait for another player, it is to begin immediately. It is the Team Captains responsibility to ensure that breaks are not taken between matches and that players are ready to play when they are chosen to play. If players need to smoke, use the bathroom, get a drink, etc. it must be done before it is time for them to play. Each Team Captain must have a player ready to start the next match. THERE IS A 1 MINUTE GRACE PERIOD for new player selection, ALL PLAY MUST BE CONTINUOUS. Captains may make special agreements as long as it does not delay the play of the match. The Local League Office will not get involved in any agreement outside of the rules stated above.

Note: In a double jeopardy division when the only eligible player is currently in another match, additional leniencies will be considered. New teams also receive a small grace period for their first few weeks.

Past Due Procedure

First Week Past Due: Captain will be contacted.

Second Week Past Due: Entire Team will be contacted.

Third Week Past Due: Team Name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible.

Any team that falls two weeks behind in paying their team fees will receive a FINAL NOTICE on their next scoresheet.

- If the fees are not brought current by the third week, 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 Local 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.

Comments on Scoresheets

Most concerns should be written on the scoresheet or noted before submitting on Scorekeeper in a courteous and professional manner. However, a request for a handicap review must be submitted using the handicap review keyword message system. Text the word "REVIEW" to 407-801-5386 and answer the questions that follow. This will guarantee that your concern is considered, documented, and addressed. We will not discuss the details of a player's skill level with anyone other than the individual, however, we will respond to the request within one week with a decision. Abusive language directed at the League, or the League Operator will not be tolerated. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Patches

For skill level 5s and under all patches are free! For skill level 6s and up your first patch is free. Any repeat accomplishment patches in the same League session are available for \$1. Please indicate the accomplishment on your team envelope and include payment to receive your patch. Electronic Divisions will have patch request slips they may drop in the host location box for receipt at the end of each month. Patches are available for the following accomplishments:

- I won my 1st Match
- 8-on-the-Break: You make the 8-ball on the break.
- 8-Break-and-Run: You make at least one ball on the break and then run the rack.
- 9-on-the-Snap: You make the 9-ball on the break.
- 9-Break-and-Run: You make at least one ball on the break and then run the rack for ten points.
- Rackless: Your opponent didn't break during your match. Your opponent must be a higher or within 1 skill level of you.
- Skunked: You win 20-0 in 9-Ball.
- Team Sweep 8 and 9 Ball (awarded to the 5 players who played)
- Mini Slam: 8-on-the-Break; 8-Break-and-Run **or** 9-on-the-Snap; 9-Break-and-Run In the same week of play
Not available during tournament play.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*
- 8-Ball I Beat a 7 (must be SL 5 or below)
- 9-Ball I Beat a 7, 8, or 9 (must be SL 5 or below)
- I Beat the LO

If you wish to receive a patch for an accomplishment, make sure it is marked on your team envelope. Patches are awarded the week after they are earned and will be included in your team envelope. You may add a patch request at any time during the same session to receive your patch.

Note: *Accomplishments made in alternate division with less than 10 teams (Doubles, Masters, Ladies) are not eligible to receive free patches, but may request one with payment of \$1. Accomplishments in alt divisions are eligible for mini-mania raffle with \$1 entry.*

Patch Raffle for MiniMania

Each time a player earns an accomplishment patch they have a chance to enter their name into a drawing for a trip to Las Vegas to play in the APA MiniMania Tournaments. Each time an accomplishment is earned the player must add \$1 to their team envelope with a note to their scoresheet. For electronic divisions you may send \$1 with the patch request slip available at your host location. To maximize the pot, Lake and Osceola APA will match every \$1 entered. The drawing will be held at the end of the League year. The number of names drawn will be based on the amount of funds collected.

Section 2: Local League Play

Adding New Players

New players may be added to a roster at any time during the session prior to the last two weeks of play. Teams adding a player after the 6th week of play should obtain approval from the Local League Office prior to the player playing their match. Teams must supply the Local League Office with the name, address, phone number and birthday for any new players they are adding, and membership dues must be paid prior to the player playing a match. The Local League Office has the right to add a new team to a division at any time. Refer to **World Pool Championships** in the Tournament Information and Rules section of the Official Team Manual for Spring session restrictions.

If using Scorekeeper, you may add anyone with a player number in the Lake and Osceola APA area. In the event you have issues finding a player temporarily add New Player (# 00476), and provide the players information to the league office. If it is a player new to the APA they may create their own account on Poolplayers.com and pay their membership to receive a player number.

Starting Skill Levels for New Players

The American Poolplayers Association, Inc. was founded on the principle of fairness to all players. Therefore, accuracy of skill levels is very important. However, a team adding a NEW player who is known to have ability higher than the standard starting point must, in the interest of fairness, start the NEW player at their appropriate skill level. Simply have the player play at their accurate skill level and write a note on the scoresheet. Team Captains are responsible for raising the skill level of any player on their team if the player's skill level is too low for any reason. If a player's skill level should go up 2 or more levels in one session, penalties may be assessed.

If using Scorekeeper, a team may start a player at a higher skill by adding a temporary player and providing the league office with the new player information. For example, if you would like to start a player as a 5, add player name "Skill Five" and send a note to the office with actual players name and member app.

Rescheduling Matches

On occasion, a match may need to be pre-played or rescheduled. If you wish to reschedule a match, **you must alert the Local League Office.** Upon receiving approval from the Local 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.
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a Championship Tournament.
- Rescheduled matches **must be played within two 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 Local League Office.
- Teams must pay for all matches by scheduled match date or they are subject to lose bonus points.
- Once a team agrees to play a makeup match and notifies the league office, they may not change their decision to force a forfeit unless both teams agree.
- Teams may not declare a player for the makeup match until the agreed upon makeup date. If a team declares a player prior to the agreed upon date, they are subject to change without penalty.
- The opponent has the option of refusing to grant any requests made less than 24 hours of the scheduled match date.
- Upon receiving a request to reschedule a match, the opposing Team Captain will need to provide the requesting Team Captain two dates/times that are convenient for their team. The Team Captain of the team requesting a rescheduled will then need to promptly select from the dates/times provided.

Team Captains are responsible for organizing preplay matches and each should be considerate of the other when making the arrangements. The Local League Office is to be notified immediately of the agreed upon date/time the rescheduled match will be held. Teams can have no more than two make-up matches open at one time. All regular scheduled League matches will always take priority over any early or make-up matches. Teams can NOT delay the start time of a regular scheduled match to complete an early or make-up match

Note: *If using Scorekeeper to submit a makeup match the local league office must be alerted to it being completed via call or text on the date of play.*

Preventing Forfeits

(Player May Play Twice on One Night)

The **Team Match Play** rule in the General Rules section of the Official Team Manual states "**YOU MAY ONLY PLAY ONCE** in a team match." However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, Lake and Osceola APA has chosen to adopt the 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 or cannot play the players it does have present without violating the Team Skill Level Limit (23-Rule).

The Replay Team's need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.

The Replay Team notifies their opponent of the need to use / or potential need to use the Replay Rule **prior to the start of the 4th 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 (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.

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 re-played 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 own player. The team scheduled to put up a player in the 5th 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.

There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in effect during **the last week of regular weekly League play of the session, Playoffs, Tri-Annuals Tournaments, or the World Qualifier.**

Inclement Weather

Rescheduling for inclement weather is generally a result of hurricane season, but can result from any condition that makes it dangerous for players to travel to their host locations. The Local 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 Local 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. Additionally, any team that has not paid their League fees for two consecutive weeks can be dropped from the division or restructured by the league office.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying their share of the team fees owed. The defaulting team's players will be suspended from the League until their portion of the fees are paid. The Local League Office has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for any week they play while their fees are past due.

Final Two Weeks of a Session

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches (no more than two in the final week). Teams who do not adhere to this rule will forfeit their eligibility for any wild card draws, Money-Cups, or Higher Level Tournament (HLT).

Note: Any 8-Ball team deliberately forfeiting a match to prevent their opponent from possibly receiving a 3-0 win, will have three penalty points assessed to their team and the opponent will be awarded a 3-0 win for the individual match.

Section 3: Sportsmanship and Conduct

Sportsmanship

Having fun and being a good sport go hand in hand. Because we are all here to have fun, let's do something to appreciate the teams who show fairness and kindness all session long. This includes keeping matches moving, showing courtesy towards your opponent, wearing proper attire, complying with the rules, and handling situations in a sportsmanlike manner. Each team will start the session at a perfect rating of 5. Each week you will rate your opponent (as a team) on a 1-5 scale found on your scoresheet. Lowest possible score is 1, highest possible score is 5. If no points are awarded, a 4 will be entered for the week of play and bonus points can be deducted. At the end of the session the team with the highest score will win team APA T-shirts, a free week of play the following session, and priority request for their home table the following session! Eligible teams must be current in all fees due and be in good standing to receive their prize. In the event of a tie, top team names will be entered into a drawing.

Banned Players

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

Suspended Players

Lake and Osceola APA will honor any suspensions from all APA areas. Players may appeal a suspension after 1 year from the effective date. Details on what transpired to cause the suspension and what changes the player will be making to avoid a similar situation in the future need to be written for the request to be addressed. If approved, the player will be allowed back on a probationary period for 1 year. Appeals may be emailed to amorgan@apaleagues.com.

Any physical altercations including the use of pool equipment to assault another player can result in a minimum 6 month suspension. Any team caught cheating and found guilty by the Board of Governors (BOG) can result in a minimum 2-week suspension of the Team Captain and an election of a new Team Captain.

Section 4: Local League Playoffs and Tournaments

Playoffs

Each division will play a playoff at the end of regular session play to determine which teams will advance to Tri-Annuals. Playoff formats will vary depending on the number of teams within a division at the end of the session. **"Byes" do not count as teams.** For travel divisions the Session Playoffs will be played at the Host Location of the team that is leading in points. Playoffs will be scheduled on the same day as weekly play; the next session will resume week following playoffs. All players participating in Session Playoffs must have a minimum of 5 matches played within the regular session with their team. Regular team dues will be collected for Playoff matches.

12 - 16 Teams:	1 st , 2 nd , and 3 rd place high points finishers automatically advance to Tri-Annuals • Playoff match: 4 th place vs Wild Card, winner advances to Tri-Annuals • Loser of Playoffs advances to Best of the Rest
6 - 11 Teams:	1 st and 2 nd place high points finisher automatically advances to Tri-Annuals • Playoff match: 3 rd place vs. Wild Card, winner advances to Tri-Annuals • Loser of Playoffs advances to Best of the Rest
4-5 Teams:	• Playoff match: 1 st place team vs. Wild Card, winner advances to Tri-Annuals • Loser of Playoffs advances to Best of the Rest <i>Note: In a 4-team division, entry into the Tri-Annual will not be passed to teams finishing directly behind an already qualified team in the Playoffs and no more than two teams from the same 4-team division will be allowed to participate in the Tri-Annual.</i>

Wild Card

The wild card allows all teams an opportunity to advance to a post session tournament no matter where they are in the standings. Wild card draws will be seeded. Teams who finish the session with more points receive more draws at the table therefore a higher chance of getting the “Ace”. Talk to your Division Rep or the Local League Office for more information.

***Example:** All eligible teams will draw one card, last place will step away, all teams will draw another card, second to last place will step away, this continues until all cards are drawn. Flip cards at the end and the Ace of Spades wins.*

Tri-Annual Tournament

A Tri-Annual Tournament will be held during each session of the League year. Tri-Annuals is an extension of Playoffs and is not considered a HLT. The Tri-Annual Tournament will be a Single Elimination tournament. The Tri-Annual Tournament will be used to distribute the cash prize fund from the corresponding session. Amounts will be determined based on the team count during the session and will be announced prior to the start of the tournament.

Player Eligibility for Tri-Annual Tournaments: Players must have played at least 5 times with the team during the session to be eligible to play in the session’s Tri-Annual Tournament.

World Qualifier

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent Lake and Osceola APA in the APA World Pool Championships.

*A maximum of 32 teams will participate in the 8-Ball World Qualifier:

***Summer** - 7 Teams from Tri-Annuals

***Fall** - 8 Teams from Tri-Annuals

***Spring** - 9 Teams from Tri-Annuals

Best of the Rest - up to 5 Teams

Big Dawg- up to 3 Teams

*A maximum of 32 teams will participate in the 9-Ball World Qualifier:

***Summer** - 6 teams from Tri-Annuals

***Fall** - 7 Teams from Tri-Annuals

***Spring** - 8 Teams from Tri-Annuals

Best of the Rest - 5 Teams

Big Dawg- up to 3 Teams

**subject to change based on team count*

- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any Bye slots that occur on the World Qualifier boards.
- Teams that qualify for the World Qualifier must remain active in the Lake and Osceola APA to retain their qualified status.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.
- The Travel Assistance Fund will be used to provide Travel Assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated on their World Qualifier board.

Qualified teams that do not finish in the top half of their division in the session(s) following qualification are subject to heavy scrutiny of their handicaps and/or loss of eligibility. All players participating in the World Qualifier must have a minimum of five matches within the regular session with their team and meet the lifetime match requirements for participation outlined in the APA Official Team Manual. Teams **must follow** the requirements outlined under **World Pool Championships** in the Tournament Information and Rules section of the APA Official Team Manual to maintain eligibility for this event.

Travel Assistance for the APA World Pool Championships

The Travel Assistance Fund will be used to assist in covering the airfare and hotel costs for the members of those teams advancing to the APA World Pool Championships in Las Vegas. This fund has no cash value. Winning teams cannot opt to receive cash instead of travel assistance to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the travel assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board.

Post-Session Tournaments

We want as many Lake and Osceola APA Pool League members to win as possible. In an effort to ensure opportunities for all teams and skill levels, the following tournaments will be available to active members.

MVP Tournament: The MVP Tournament recognizes individual players who perform in the top of their Skill Level Tier each session. Skill levels will be divided into three tiers: Tier 1 = skill levels 1, 2 and 3; Tier 2 = skill levels 4 and 5; and Tier 3 = skill levels 6 through 9. Any player that plays a minimum of six matches within the regular session and meets the match requirements of 10 lifetime matches within the last two years will be eligible for the MVP Tournament.

Each session, the top two players from each Skill Level Tier in each 8-Ball and 9-Ball division in the Lake and Osceola APA Pool League who meet the match requirements will earn a \$10 voucher towards any Singles Board and the opportunity to compete in an MVP Tournament.

The qualifying players will be determined by using the following equation to determine their "PA" (Points Available) percentage for regular session matches played: $\text{number of points earned} / \text{number of points available}$. See the MVP section on the Lake and Osceola website for additional information.

**Ties will be broken in the following order using regular session play data: total number of matches played, win percentage, performance points, and lifetime win percentage.*

Best of the Rest Tournament

This is a once a year, Single Elimination Format, last chance tournament for teams to gain eligibility to play in the Lake and Osceola World Qualifier! It will be a blind draw bracket held in May. Teams who lost in a Tri-Annual or lost in the Playoffs to a wild card team are qualified. Wild card teams who lost in the Playoffs are not qualified. Teams must maintain eligibility by playing concurrent session after qualifying.

- Teams and players must be current in all dues
- Team must be registered for the following session
- Players must have 5 matches with the team during the Spring Session
- Players must have 7 or more lifetime matches
- The team must have 4 original members from the qualifying session

Trophies

Each member of a divisions first place team will have an option to receive a trophy to recognize their accomplishment or an APA T-shirt. **Alternate divisions are not eligible for trophies**

LADIES LEAGUE ADDENDUM



Ladies League

The Ladies League will play an alternate schedule in which Ladies League teams play once a month. Each team can have a maximum of five (5) ladies on its roster. Three (3) players from each team will play individual matches during each team match. The combined handicaps of the three players playing in each team match cannot exceed 13. Two full team matches will be played on the designated day of the month. The session will run for 12 consecutive months. The team fee will be \$30 per team match (\$60 each month) regardless of the number of matches played.

Bonus Points: 2 Bonus point per team match will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 6 total points

Individual Forfeit Points: 2 Points during regular session play and 3 Points during Playoffs.

Full Team Forfeit Points: 6 Points + 2 Bonus Points

Final Month (Two Weeks) of a Session: During the last two weeks of a session's regular weekly play, a team cannot forfeit more than two individual matches. Teams who do not adhere to this rule will forfeit their eligibility for the wild card draw and Championship Qualifier.

Additional Tie Breaking Procedures

All ties will be broken using past head-to-head matchups.

Wild Card

There will be one wild card team drawn. Any team that did not qualify for the Championship Qualifier based on their points position for their division size, is current in all League fees, and had no less than two players present in the final month of regular session play is eligible to participate in the wild card drawing.

Playoffs/Championship Qualifier

The Championship Qualifier takes place at the end of the session. The winning team at the Championship Qualifier receives Travel Assistance to Las Vegas and the opportunity to represent Lake and Osceola APA Pool League in the APA Ladies Championship.

Ladies Championship Qualifier will be run as a Modified Single Elimination tournament. All players must be active on a Lake and Osceola ladies League team or Lake and Osceola 8-Ball team at the time of the tournament to play.

Lake and Osceola APA will request no less than one slot in the Ladies Championship for a 10-team division. To be eligible to play in the Championship Qualifier, all players must have played a total of 8 matches on their team. Refer to the Ladies Championship Facts Sheet for all eligibility requirements.

6-9 teams Divisions (no guaranteed slot)	1st - 3rd Place automatically in Ladies Championship Qualifier Playoff - 4th vs Wild Card for last spot in Ladies Championship Qualifier
10-16 Teams (1 slot)	1st - 5th Place automatically in Ladies Championship Qualifier Playoff - 6th vs Wild Card for last spot in Ladies Championship Qualifier

SCOTCH DOUBLES ADDENDUM



Team Fees

The Weekly Team Fee is \$20 per week regardless of the number of matches played. The full Weekly Team Fee must be paid for forfeited matches as well. If you are paying by check, please make your check payable to Lake and Osceola APA. There will be a \$36 charge for any returned checks, plus a loss of bonus points. To maximize travel assistance no patches or trophies will be awarded for Scotch Doubles Divisions.

League Play

Team rosters may have 2-3 active players. Each scheduled match will consist of two individual matches then a doubles match. The total maximum points available in an 8-Ball Doubles scheduled team match is 12 points (two individual matches worth up to 3 points each and one Doubles match worth up to 6 points). The total maximum points available in a 9-Ball Doubles is 80 points (two individual matches worth up to 20 points each and one Doubles match worth 40 points). One player may play BOTH individual matches in their team match but ONLY if the second player is not present and the opposing team agrees. The players who play the individual matches do not have to play the doubles match.

Both players must continuously alternate shots at the table. If the team cannot agree on who shot last, the lower skill level must shoot, and the team must alternate from that rotation moving forward. This will result in a sportsmanship foul if the team is intentionally altering their rotation. There will be only ONE coaching (time-out) per rack for both the Individual and Doubles matches. Anyone on the team can coach in the individual matches. During the Doubles match, ONLY the players competing as partners can participate in the time-out.

Bonus Points

Bonus points are awarded at the sole discretion of the Local League Office. Two bonus points are available each week. Your team will receive bonus points only if **all** of the following occur:

- Player numbers are accurately written for each match player
- Sportsmanship ranking is assigned
- The winner and loser of every game is correctly marked with the accurate number of racks won
- Final match score is filled in and accurate
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

Adding New Players

Doubles teams must begin division play at a total skill level (SL) of 10 or less. If a team SL increases to 11 or 12, teams will be allowed to advance to the Vegas event by using the modified race chart. At the beginning of the next Doubles pool year, these teams must replace all necessary players to meet our starting skill level requirements. If the only possible SL combination total increases to 13, players must be replaced immediately to reduce the Doubles team SL back to 10.

Forfeits & No Shows

If only 1 player on a team shows for a scheduled match then they may still play their single match. If that player refuses to play, then points will be awarded as if the team were a no-show.

Final Two Weeks of a Session: During the last two weeks of a session's regular weekly play, a team cannot forfeit more than two individual matches (no more than one in the final week). Teams who do not adhere to this rule will forfeit their eligibility for the wild card draw and Championship Qualifier.

Additional Tie Breaking Procedures

All ties will be broken using past head-to-head matchups.

Wild Card

There will be one wild card team drawn. Any team that did not qualify for the Championship Qualifier based on their points position for their division size, is current in all League fees, and had no less than two players present in the final two weeks of regular session play is eligible to participate in the wild card drawing.

Playoffs/Championship Qualifier

The Championship Qualifier takes place at the end of the Session. The winning team at the Championship Qualifier receives travel assistance to Las Vegas and the opportunity to represent Lake and Osceola APA Pool League in the APA 8-Ball or 9-Ball Scotch Doubles Championship.

Lake and Osceola APA will receive one guarantee slot in the Doubles Championship for a 10-team division. To be eligible to play in the Championship Qualifier, all players must have played a total of 8 matches in the doubles format. In addition, each member must have played 4 times in any format during the Spring Session of the League year to be eligible for the APA Championship in Las Vegas. Refer to the Doubles Championship Facts Sheet for all eligibility requirements.

8-11 teams Divisions (1 slot)	Round 1 - 1st plays Wild Card, 2nd plays 3rd Round 2 - Winners of round 1 play for the Championship
12-16 Teams (1 slot)	Round 1 - 1st plays Wild Card, 2nd plays 3rd, 4th plays 5th, 6th plays 7th Round 2 - winner of 1st and Wild Card play winner of 6th and 7th, Winner of 2nd and 3rd play winner of 4th and 5th Round 3 - Winner of round 2 play for Championship

Playoffs and Championship Finals will be played as just the doubles matches, using the APA Championships' win charts.

Travel Assistance

The Travel Assistance Fund will be used to assist in covering the airfare and hotel costs for 2 members of the qualifying team advancing to the APA 8-Ball/9-Ball Doubles Championship in Las Vegas. This fund has no cash value. The winning team cannot opt to receive cash instead of Travel Assistance. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their Championship Qualifier board.

MASTERS ADDENDUM



Team Fees

The Weekly Team Fee is \$30 per week regardless of the number of matches played. The full Weekly Team Fee must be paid for forfeited matches as well. If you are paying by check, please make your check payable to Lake and Osceola APA Pool League. There will be a \$36 charge for any returned checks, plus a loss of bonus points. To maximize Travel Assistance no patches or trophies will be awarded.

Bonus Points

Bonus points are awarded at the sole discretion of the Local League Office. Three bonus points are available each week. Your team will receive bonus points only if **all** of the following occur:

- Player numbers are accurately written for each match player
- The winner and loser of every game is correctly marked with the accurate number of racks won
- Final match score is filled in and accurate
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

Division Byes

Divisions with an odd number of teams will have one scheduled bye in lieu of regular League play each week. Teams with a scheduled bye will receive 15 points plus a 2 bonus points (a total of 17 points). Teams do not need to submit paperwork or a Weekly Team Fee for bye weeks; points will be awarded automatically provided the team is current in all fees due.

Adding New Players

New players may be added to a roster at any time during the session prior to the last 4 weeks of play but each player must play a minimum of 8 matches to be eligible for the Championship Qualifier. Teams adding new players to their rosters must notify their opponents at the start of the team match. Players may not move from one team to another team in the same division.

Make-Up Matches

A make-up match may be scheduled for the following month. Make-up matches must be completed within 4 weeks of schedule play. Pre-matches may also be played a month early to prevent scheduling conflicts. Pre-matches may be scheduled as early as needed as long as both team captains agree.

Forfeits & No Shows

Individual forfeited matches are scored as 5-0. If no match takes place (one team fails to show, or present players refuse to play), the showing team will be awarded 15 match points plus the 3 bonus points. No points will be awarded to the non-showing team.

To help prevent forfeits the replay rule may be used. This rule allows one player (the "Replay Player") from a team (the "Replay Team") to play twice on the same week of play. This may only be used when less than 3 players are present. The replay team must alert their opponent before the beginning of the 2nd match if they wish to use this rule. The opposing team may choose which player is the replay player and will receive 2 games on the wire during the replay match. Both teams may use the replay on the same week of play, in this scenario each team may choose which player on their roster is the replay player.

Each team is responsible for paying their own team's Weekly League Fees for individual forfeited matches. If an entire team fails to show for a scheduled match and no attempt was made to request a preplay at least three days prior to the scheduled match date, then all members of the non-showing team may be held responsible, in part or in full, for the Weekly Team Fees of both teams (\$60.00). The debt incurred by the non-showing team must be paid before the team will be allowed to participate in the Wild Card draw or Championship Qualifier.

There is no minimum as to how many players must be present for a match to start. In addition, a match must start on time regardless of whether or not the Team Captain or Co-Captain is present. If only 1 player on a team shows for a scheduled match then they may still play their match. If that player refuses to play, then points will be awarded as if the team were a no-show.

Final Two Weeks of a Session: During the last two weeks of a session's regular weekly play, a team cannot forfeit more than two individual matches (no more than one in the final week). Teams who do not adhere to this rule will forfeit their eligibility for the Wild Card draw and Championship Qualifier.

Additional Tie Breaking Procedures

All ties will be broken using past head-to-head matchups.

Wild Card

There will be one wild card team drawn in each division each session. Any team that did not qualify for the Championship Qualifier based on their points position for their division size, is current in all League fees, and had no less than two players present in the final two weeks of regular session play is eligible to participate in the wild card drawing.

Championship Qualifier

The Championship Qualifier is an annual tournament that takes place at the end of the League year. The winning team at the Championship Qualifier receives travel assistance to Las Vegas and the opportunity to represent Lake and Osceola APA Pool League in the APA Masters Championship.

Lake and Osceola APA will request no less than one slot in the Masters Championship for a 10-team division. To be eligible to play in the Championship Qualifier, all players must have played a total of 8 matches on their team. Refer to the Masters Championship Facts Sheet for all eligibility requirements.

6-9 teams Divisions (no guaranteed slot)	1st - 3rd Place automatically in Masters Championship Qualifier Playoff - 4th vs Wild Card for last spot in Masters Championship Qualifier
10-16 Teams (1 slot)	1st - 5th Place automatically in Masters Championship Qualifier Playoff - 6th vs Wild Card for last spot in Masters Championship Qualifier

The Championship Qualifier matches will be played in the same format as regular League play, i.e. individual matches are worth up to 7 points and the team with the most individual match points wins. Note that at the APA Masters Championship in Las Vegas each individual match is worth one team point and teams advance by winning 2 of the 3 match points. The Championship Qualifier will be a Double-Elimination tournament except in the finals round.

Travel Assistance for the APA Masters Championship

The Travel Assistance Fund will be used to assist in covering the airfare and hotel costs for the members of those teams advancing to the APA Masters Championship in Las Vegas. This fund has no cash value. The winning team cannot opt to receive cash instead of travel assistance to the APA Masters Championship. If a team chooses not to go to this event, the slot and the travel assistance will be given to the last team eliminated by the non-attending team on their Championship Qualifier board.

DESTINATION DIVISION ADDENDUM

Team Fees

The Team Fee is \$65 per matchup regardless of the number of matches played. The full Weekly Team Fee must be paid for forfeited matches as well. If you are paying by check, please make your check payable to Lake and Osceola (L&O) APA. There will be a \$36 charge for any returned checks, plus a loss of bonus points. To maximize travel assistance limited patches will be awarded.

League Play

Teams will be scheduled to play once a month. Alteration to the schedule may be made by the Local League Office to comply with Championship eligibility guidelines. Each scheduled matchup will consist of 5 matches worth 3 points each, teams can earn a maximum of 15 points per matchup (not including bonus points). Each date of play, teams will have two scheduled matchups. Matches are to be played simultaneously and follow the **Time Guidelines** in the Official Team Manual.

Bonus Points

Bonus points are awarded at the sole discretion of the Local League Office. Two bonus points are available each week. Your team will receive bonus points only if **all** of the following occur:

- Player numbers are accurately written for each match player
- Sportsmanship ranking is assigned
- The winner and loser of every game is correctly marked with the accurate number of racks won
- Final match score is filled in and accurate
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

Adding New Players

New players may be freely added to the roster during the first 6 months of play. After the roster is set, you may make player alterations with approval from the League Operator. Players may not play on more than one team in a single division. If a new team is added after the 2nd month of play they will begin with the last place team's points and may be responsible for makeup matches at the discretion of the League office. New players added after the 12th week of the session will not be eligible to play with the team in any tournament.

Pre-play/Make-Up Matches

Team Captains are responsible for organizing pre-play matches and each should be considerate of the other when making the arrangements. The Local League Office is to be notified immediately of the agreed upon date/time the pre-play match will be held. All early matches **MUST BE COMPLETED** within 4 weeks of the original scheduled date. Teams can have no more than two make-up matches open at one time. All regular scheduled League matches will always take priority over any early or make-up matches. Teams can **NOT** delay the start time of a regular scheduled match to complete an early or make-up match

Forfeits & No Shows

Individual forfeited matches are scored as 2-0 in League play and 3-0 in Playoffs. If no match takes place (one team fails to show, or present players refuse to play), the showing team will be awarded 8 match points plus the 2 bonus points. No points will be awarded to the non-showing team.

Each team is responsible for paying their own team's Weekly League Fees for individual forfeited matches. If a team fails to show for a scheduled match and no attempt was made to request a pre play at least three days prior to the scheduled match date, then all members of the non-showing team may be held responsible, in part or in full, for the Weekly Team Fees of both teams. The debt incurred by the non-showing team must be paid before the team will be allowed to participate in any team tournament.

Final Two Weeks of a Session: During the last scheduled month (two weeks of play), a team cannot forfeit more than two individual matches. Teams who do not adhere to this rule will forfeit their eligibility for the Wild Card draw and Championship Qualifier.

Early Withdraw

Any team who fully withdraws before the completion of the scheduled session will be responsible for the remaining team dues. Each player will receive a portion of the total team dues owed. The league office has the right to allocate the amounts owed by each player based on their involvement in the disbanding. Any player with a balance owed may not play in any APA division or event until the balance is resolved.

Trophies

Each member of a divisions first place team will have an option to receive a trophy to recognize their accomplishment or an APA T-shirt recognizing them as 1st place in their division.

Eligibility Guidelines

Players must have at least 10 lifetime matches in the last 2 years to be eligible to play in Playoffs, WQ, or Hawaii Championship. A player must have at least 8 matches played on the team in the current session to be eligible for any post session play. Teams must have 12 matches in the qualifying session to be eligible for Tri-Annuals. Teams must have 20 matches played in the current session to be eligible for the Lake and Osceola World Qualifier.

Playoff for Spring Tri-Annuals

Each division will play a Playoff at the end of regular session play to determine which teams will advance to Tri-Annuals. Destination division is recognized as an extended Spring Session and will be treated the same as all open 8-ball spring divisions. Playoff formats will vary depending on the number of teams within a division at the end of the session. **"Byes" do not count as teams.** Regular team dues will be collected for Playoff matches.

12 - 16 Teams:	1 st , 2 nd , and 3 rd place high points finishers automatically advance to Tri-Annuals <ul style="list-style-type: none"> · Playoff match: 4th place vs Wild Card, winner advances to Tri-Annuals · Loser of Playoffs advances to Best of the Rest
6 - 11 Teams:	1 st and 2 nd place high points finisher automatically advances to Tri-Annuals <ul style="list-style-type: none"> · Playoff match: 3rd place vs. Wild Card, winner advances to Tri-Annuals · Loser of Playoffs advances to Best of the Rest

Qualifier for a trip to Hawaii

Each division will play a Playoff at the end of regular session play to determine which teams will advance to HLTC. Each destination division will be treated the same with 50% of the teams advancing. **“Byes” do not count as teams.** Players must have 8 matches on their team roster to participate in the HLTC. The tournament will be a 2-day modified single elimination bracket with the winning team receiving travel assistance to go to Hawaii.

16 - 19 Total Destination Teams:	<ul style="list-style-type: none"> • 1st, 2nd, 3rd, and 4th place high points finishers advance to Hawaii LTC. • 5th, 6th, 7th, and 8th place finisher advance to playoffs • 9th – Last-place teams participate in a wildcard, 4 teams’ advance. • The playoff is 1 round; teams will be matched based on session-ending points. The winner of the playoff match will advance to the Hawaii LTC.
20 - 24 Teams:	<ul style="list-style-type: none"> • 1st, 2nd, 3rd, 4th, and 5th place high points finishers advance to Hawaii LTC. • 6th, 7th, 8th, 9th, and 10th place finisher advance to playoffs • 11th – Last-place teams participate in a wildcard, 5 teams’ advance. • The playoff is 1 round; teams will be matched based on session-ending points. The winner of the playoff match will advance to the Hawaii LTC.



Juniors Fees

The Weekly Team Fee is \$20 per week regardless of the number of matches played. The full Weekly Team Fee must be paid for forfeited matches as well. If you are paying by check, please make your check payable to Lake and Osceola APA. There will be a \$36 charge for any returned checks, plus a loss of bonus points. To maximize travel assistance no patches or trophies will be awarded for Scotch Doubles Divisions.

League Play

Juniors will be played as a 9-ball APA Doubles Division. Team rosters may have 2-4 active players with a minimum of 2 Juniors on each roster. Each scheduled match will consist of two individual matches then a doubles match. The Juniors should play over an adult in both singles matches, adults may only play during the doubles match. The total maximum points available in 9-Ball Doubles is 80 points (two individual matches worth up to 20 points each and

one Doubles match worth 40 points). One player may play BOTH individual matches in their team match but ONLY if the second player is not present and the opposing team agrees. The players who play the individual matches do not have to play the doubles match.

Both players must continuously alternate shots at the table. If the team cannot agree on who shot last, the lower skill level must shoot, and the team must alternate from that rotation moving forward. This will result in a sportsmanship foul if the team is intentionally altering their rotation. There will be only ONE coaching (time-out) per rack for both the Individual and Doubles matches. Anyone on the team can coach in the individual matches. During the Doubles match, ONLY the players competing as partners can participate in the time-out.

Bonus Points

Bonus points are awarded at the sole discretion of the Local League Office. Two bonus points are available each week. Your team will receive bonus points only if **all** of the following occur:

- Player numbers are accurately written for each match player
- Sportsmanship ranking is assigned
- The winner and loser of every game is correctly marked with the accurate number of racks won
- Final match score is filled in and accurate
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

Adding New Players During the Session

New players may be added to the division at any time. All Juniors added in after week 4 will begin at last place points with no make-up matches.

Forfeits & No Shows

If no juniors show for a scheduled match the points will be awarded as if the team were a no-show. If a team gives their opponent 24 hours' notice a makeup must be allowed and played before the next scheduled date of play. In the event the makeup can not be played before the next scheduled date a forfeit will be entered and the team who requested the makeup will be responsible for both teams' monthly dues.

Final Two Months of a Session: Players must maintain active play through the final 2 months leading up to the Championship. Players who do not adhere to this rule will forfeit their eligibility for the Championship Qualifier.

Playoffs/Championship Qualifier

The Championship Qualifier takes place at the end of the Session. The winning player(s) at the Championship Qualifier receives travel assistance to Saint Louis and the opportunity to represent Lake and Osceola APA Pool League in the APA 9-Ball Juniors Championship.

Lake and Osceola APA will request one slot in the Juniors Championship for every 10-teams. To be eligible to play in the Championship Qualifier, all players must have played a total of 10 matches in the singles format. In addition, each member must have played once in the last 2 months of play.

Championship Finals will be played as just the singles matches, using the APA Championships' win charts. Only juniors may participate in the Juniors Championship.

Trophies

Each member of a division's first place team will receive a trophy to recognize their accomplishment. Juniors and Adults may receive patches for accomplishments through the session. Juniors who move up in skill will receive metals at the end of the session to recognize their accomplishment.

Travel Assistance

The Championship Qualifier takes place at the end of the Session. All Juniors with 8 matches played during the session are eligible to participate. Tournament bracket details will be released during the last week of regular session play and will vary from session to session based on player count. Travel Assistance for the players and one chaperone will be raised through League dues and fundraising. This fund has no cash value. The winning player cannot opt to receive cash instead of Travel Assistance. If a player chooses not to go to this event, the slot and the Travel Assistance will be given to the last player eliminated by the non-attending player on their Championship Qualifier bracket.

Approved