

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 rules.poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.®**

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

Section 1: Local League Information

Age Requirements

You must be 18 years of age or older to compete in the South Orange County APA. However, all participants must follow age restrictions at each Host Location. Players who are under 21 may not be able to play league at certain establishments. Please call the Host Location to determine the age restrictions.

Refer to "AGE REQUIREMENTS" section of the Official Team Manual for national rules. All APA players, including South OC APA players, must be at least 18 years of age to participate in Higher Level Tournaments.

Office Hours

League Office hours are Monday through Friday, 9 AM to 8 PM and Sunday from 3 PM-6 PM. If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible. You may also email: southoc@apaleagues.com

Website

Our website address is Southoc.apaleagues.com.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments, or any other South Orange County APA events
- b) Set up your Member Services Account to:
 - View schedules, team rosters, standings, and individual records for your division; and
 - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page at Facebook.com/SouthCountyPool as well as a Facebook Group, Facebook.com/groups/southcountypool/, where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

Online Member Services:

Online Member Services may be accessed on the internet at league.poolplayers.com, or by downloading the APA Pool League from the app store. This allows you to access national APA member services, including:

Member Profile	View and update your member information, including mailing and e-mail addresses.
News and Events	View local and national news and events and get notifications when new announcements are posted.
Player Statistics	View items like skill level history, win percentage and much more.
Team History	View all the teams on which you have played, along with your Team Captain and Co-Captain history.
Tournament History	View tournament in which you have played, along with standings.
Schedules, Scoresheets & Payments	View/print scoresheets, and make payments for league fees.

Even if you don't sign up for your Member Services Account, please make sure we have your email address on file. All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep you up to speed on what is happening at all times, be it upcoming Playoff match locations, wild card picks, tournaments or any other information you and your team need to know about the League.

Team Fees

Weekly team fees are \$45 per week for all scheduled matches including Division Playoffs, regardless of the number of players on a team or the number of games played, including forfeits. There will be a \$25 charge for returned checks, as well as a loss of bonus points. As the League Office is not responsible for cash, we recommend all weekly dues be paid by electronic payment (Zelle, Venmo, or PayPal), or by check made payable to South Orange County APA.

ZELLE: Southoc@apaleagues.com

VENMO: Allison-McGhie

PayPal: Southoc@apaleagues.com

CHECKS: Make Payable to South Orange County APA. Please include your team number on the memo line. Contact league office for address. A \$15 service fee will be charged for all returned checks for insufficient funds.

NO COINS will be accepted as payment.

Pre-Payment of Weekly Fees:

Any team that pre-pays weekly team fees for the entire session, on or before the fourth week of play, will receive a credit for the final week of play that is equal to half the price of regular weekly dues

Refer to "FEES" section of the *Official Team Manual* for national rules.

Printing Scoresheets:

1. Download and open the APA Pool League App on your smartphone, or go to league.poolplayers.com and log in to your member services account.
2. Scroll down to "upcoming matches" and click on "scoresheet" for the match you wish to print.

Returning Completed Scoresheets:

Within 48 hours after league play, submit completed scoresheets to the League Office using ONE of the following methods:

SCAN & E-MAIL to: southoc@apaleagues.com
(preferred method)

PHOTO & E-MAIL to: southoc@apaleagues.com

Bonus Points

8-Ball teams will be awarded two (2) bonus points and 9-Ball teams will be awarded ten (10) bonus points for completing **ALL** of the following:

- Fully completing the team scoresheet, including player numbers, total innings, total defensive shots and total match scores, or submitting completed scores via the APA Scorekeeper App
- Submitting all fees due for the week, including any past dues and annual memberships, within two (2) days after league play. Payments that are mailed in must be postmarked by the day after league play.
- Submitting scoresheets within two (2) days after league play. Refer to "Returning Completed Scoresheets" above for procedures.

Remember these are bonus points that are awarded at the sole discretion of the Local League Office.

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the Playoffs and/or the opportunity to compete in tournaments.

Bye Weeks

A bye is a missing team caused by an uneven number of teams in a division. When a team has a bye:

- Eight (8) points are awarded for all byes in 8-Ball. Sixty (60) points are awarded for byes in 9-Ball.
- If a team receives more scheduled byes per session than other teams in the division, then they will receive their average number of points won per night (if it is higher than the standard number of bye points listed above) at the time of the bye and only for that bye. The average points calculated includes any bonus points earned.
- Bonus points are not applicable to byes.
- No weekly team fee is due for byes.

Refer to "BYES" section of the Official Team Manual for national rules.

Past Due Procedures

Teams that are More than One Week Past Due. If a team becomes more than one week past due in League fees, the League Office may ask the opposing Team Captains to collect their fees for subsequent weeks, one player at a time, prior to that player's match. If a player cannot pay the fee for that week, then that player cannot play. If the team does not have five players who can pay for their matches, they will forfeit the remainder that night. See Forfeits for more information.

Teams that are Past Due at Session End. If a team is past due at the end of the session, part of the past due amount will be charged to each player on the team. The Team Captain will not be allowed to play in the League until the entire past due amount is paid. Other members of the team will not be allowed to participate until they pay the amount individually charged to them. Any team that allows a player to play who has not paid past due amounts to the League will receive zero points for that week.

Teams that are past due will lose the following:

- Bonus Points
- Patches earned during that time will not be released until account is current.
- Playoff eligibility
- MVP eligibility
- Eligibility for other tournaments (SWC, Qualifier Boards, etc.)

Patch Program:

Patches are available for the following accomplishments:

- **8-on-the-Break:** You make the 8-ball on the break. A higher-level tournament (HLT) version may also be earned during the local World Qualifiers. A Masters version may also be earned when playing in a master's division.
- **8-Break-and-Run:** You make at least one ball on the break and then run the rack. A higher-level tournament (HLT) version may also be earned during the local World Qualifiers. A Masters version may also be earned when playing in a master's division.
- **9-on-the-Snap:** You make the 9-ball on the break. A higher-level tournament (HLT) version may also be earned during the local World Qualifiers. A Masters version may also be earned when playing in a master's division.
- **9-Break-and-Run:** You make at least one ball on the break and then run the rack for ten points. A higher-level tournament (HLT) version may also be earned during the local World Qualifiers. A Masters version may also be earned when playing in a master's division.
- **Rackless:** Your opponent did not break during your match. Not available during tournament play.
- **Skunk:** You win 20-0 in 9-Ball.
- **Mini Slam:** 8-on-the-Break and 8-Break-and-Run **or** 9-on-the-Snap and 9-Break-and-Run on the same League night. Not available during tournament play.
- **Grand Slam:** *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*
- **Sportsmanship:** You may nominate a player for a good sportsmanship patch. Write the nomination on your scoresheet and the Local League Office will determine if the patch will be awarded.
- **I Beat a 7:** Defeat a Skill level 7 in 8-ball if your skill level is lower than a 7.
- **I Beat an 8:** Defeat an 8 in 9-ball if your skill level is lower than an 8.
- **I Beat a 9:** Defeat a 9 in 9-ball if your skill level is lower than a 9.
- **I Beat the League Operator:** Defeat the league operator.
- **MVP:** Earn top MVP points during regular session in each tier and in each format of 8-Ball and 9-Ball. Refer to MVP Program.

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet. Patches will be awarded each time the player meets the criteria for earning a patch. Refer to the South OC Awards Program page at <https://southoc.apaleagues.com/awards.aspx> for the latest patches that are awarded for league play.

Players Fund:

The Player's Fund is a percentage of the weekly dues and is paid back 100% to the players. The fund covers the following:

- Trophies, patches, and tournaments
- End-of-session prizes, MVP Tournaments
- Travel Assistance for the teams that qualify for the APA World Pool Championships
- Awards and incentives

WEEKS PAID cannot be redeemed for full cash.

WINNING PAYOUTS will be paid by check or Zelle to the Team Captain for distribution to the rest of the team. If the Team Captain is no longer available, then the check or Zelle will be paid to the Co-Captain. If the Co-Captain is unavailable, then individual checks will be written, or Zelle payments sent, to the remaining available teammates

Section 2: Local League Play

Adding Players:

During the Summer and Fall sessions, players may be added at any time during the regular session, except in the last two (2) weeks of the regular session. If players are added after the fourth week of the session and they do not have an established skill level (i.e., with less than ten (10) match scores), then they may play the rest of the session with a skill level no lower than the starting skill level of 3 (for all genders and formats).

During the Spring session, qualified teams (that are eligible for the WQ) cannot add or drop players after week 4 (as specified in the *Official Team Manual*) even if teams have a bye in the first four (4) weeks.

Teams are responsible for making sure that any players added to the team are added at a skill level that reflects their true playing ability. Teams that add players that go up two or more skill levels within a session, and win at the higher skill level, may face penalties such as loss of points, awards, and/or tournament eligibility. In order to avoid such penalties, it is suggested that you meet with new players before the match starts and play a couple of racks with them, have them compare themselves to other players in the league, or if necessary, raise them in the middle of their match.

Refer to "ROSTERS" section of the *Official Team Manual* for additional rules.

Adding Teams:

For the Summer and Fall sessions, teams may be added throughout a session up until three (3) weeks before the end of the regular session. The Spring Session may have additional limitations. Teams added within the first two (2) weeks of the session will receive BYE points for each week. 8-Ball teams added after the second week will receive the number of points equal to two (2) points lower than the current last place team. 9-Ball teams will receive 20 points lower than the last place teams.

Dropped Teams:

Teams that drop out on or after the fourth (4th) week of the session owe the APA the balance of ALL weekly fees for the remainder of that session. If the balance due is not paid in full, then each player who wishes to continue to participate in the APA League must pay their prorated portion of uncollected fees. This applies even if the player(s) is on more than one team and remains active on the other team(s).

Refer to "CONCERNING TEAMS THAT DROP OUT" in the GENERAL RULES of the *Official Team Manual*

Double Hit:

This occurs when the cue tip touches the cue ball twice while executing a shot, and usually occurs when the cue ball and object ball are close to each other. A double hit on the cue ball is often referred to as, but is different from, a push shot, which occurs when the cue ball is frozen to the object ball and you essentially “push” or keep the cue tip on the cue ball.

Since this is an amateur league, a push shot is not considered a ball-in-hand foul, however a double hit results in a ball-in-hand foul and should be watched by a third party if you don't feel the shooter will recognize the double hit.

Refer to "GLOSSARY" section of the *Official Team Manual* for the definition of a Double Hit and Push Shot.

Refer to "FOULS" section of the *Official Team Manual* for rules on having a shot watched for potential bad hits.

Double Jeopardy:

Double Jeopardy is a league night on which both 8-Ball and 9-Ball are played at the same time (5 individual matches of each format).

Double Posting:

If a team does not have enough players to play five matches in a night, or if the team does not have five players present that meet the Skill Level Limit (23-Rule), the team may double post or “rotate” a player who has already played. The following rules apply:

- You may only double post a player during regular session, except during the last three (3) weeks. Double posting is not allowed in Playoffs or Higher-Level Tournaments, e.g., World Qualifier.
- The team that is double posting must show that their first 4 players could have played (without breaking the 23-Rule) if all players were present and 5 unique players were posted.
- A team may only double post a player for only one match, unless they have agreement from the other Team Captain, i.e., if only three players are present to play on a team, you may only double post in the fourth match and the fifth match becomes a forfeit.
- The opposing team selects the player who will play twice.

When both teams have to double post a player, who gets to pick the player? Teams do not get to pick their own players. In this situation, whoever is scheduled to post next (according to alternate posting throughout the night) is the team who must pick a player from the opposing team first. The opposing team then picks a player to counter-post. In other words, if you posted a player in the first match, it's your turn to post a player in the fifth match so you would pick a player on the other team as the double post.

- The opposing team may only select a player whose skill level stays within the 23-Rule and does not violate the senior skill level limit.
- During Double Jeopardy, if the double posted player is the same for both formats, please play

one them early in order to avoid waiting for matches to finish at the end of the night.

- The opposing team may select any player who has played previously in the match. If a player who has played leaves before the double post, then the match becomes a forfeit.
- If you have five players present that can meet the 23 Rule, you cannot post a high-rated player that would force a double post. In other words, if you play the high-rated player(s), you may not double post and must forfeit the last match(es).

NOTE: If a player is present at any time during the night and is able to play, then he/she cannot leave and cause a double post

Forfeits:

Refer to "FORFEITS" sections of the Official Team Manual for national forfeit procedures. Note the following:

Forfeit Times. The first individual match is considered forfeited fifteen (15) minutes after league start time (real time, not bar time), with leniency for new teams. The second individual match is considered forfeited five (5) minutes after that.

If a team calls before league start time and informs the opposing team that they will be late, they will be allotted an additional 15 minutes past the 15-minute forfeit time.

A team may begin with one player present.

Forfeit Points. In 8-ball, teams will be awarded two (2) points for an individual forfeited match during regular weekly play; 3 points in playoffs and tournaments. The Forfeiting team receives zero (0) points.

In 9-ball, teams will be awarded fifteen (15) points for an individual forfeited match during regular weekly play; 20 points during playoffs and tournaments. The forfeiting team receives zero (0) points.

For a full team forfeit (no matches played) the team receiving the forfeit is awarded 10 points in 8-Ball and 75 points in 9-Ball.

Full weekly fees are due from each team regardless of how many matches are played.

Equipment:

The Home team picks which table and cue ball to use. You must use the same equipment for the remainder of the matches, unless tables are split, or unless players agree to use different equipment.

In a Double Jeopardy league, no specific table is necessarily dedicated for an 8-Ball or 9-Ball match, i.e., if the 8-Ball match is moving slower than the 9-Ball match, then you may decide to play 8-Ball matches on both tables to finish the night earlier.

A player may break down his/her regular playing cue or use a shorter cue with a normal (level) stroke in situations where obstacles affect certain shots, but cannot be used for jumping.

Please see the Official Team Manual for national rules regarding specialty cues and acceptable equipment.

Freezing Matches:

In a Double Jeopardy League, a team may “freeze” a match only if they are counter-posting (not posting a player first), meaning they may counter-post a player who is currently playing a match in the other format. In this case, if a player who is already playing is posted, then that match becomes “frozen” (to be played after the player is done playing in the other format) and teams would then continue with the next match, posting in the order they would normally be posting.

If a team has five players available and the fifth player is same for both matches, 1) the team posting first may “post freeze” only in this scenario, and 2) the team is not required to double post a different player.

Marking the Pocket:

In the game of 8-Ball, to properly mark the pocket, a coaster or some other reasonable marker must be placed next to the pocket the 8-ball is intended to enter. To avoid confusion, you may **not** mark the pocket with chalk. However, you may use a chalk holder.

Refer to "HOW TO WIN" section of the Official Team Manual for How to Win in 8-Ball.

Moving Balls:

Any balls moved accidentally during a shot must be replaced by the opponent, or in SOCAPA the ball may be replaced by the shooter if the opponent agrees and does not know the original location of the ball(s). Players do NOT have the option of leaving balls in their new location.

Refer to the "FOULS" section of the Official Team Manual for the national rule regarding when to replace the balls and when a foul occurs if moving or altering the course of the cue ball.

Rescheduling Matches/Make-up Matches:

On occasion, a match, or individual matches, may need to be rescheduled, or pre-played, due to conflicts with other pre-qualified League obligations, or other reasons. You are required to reschedule a match if your match conflicts with your opponent's other pre-qualified League obligations and the opponent requests rescheduling. If you plan to reschedule a match, **you must notify the Local League Office.**

Please use the following procedure:

1. Contact the Team Captain of the team you are scheduled to play at least 24 hours before the match is scheduled and notify them of your intent to reschedule. If less than 24 hours' notice is given, they may decline the request.
2. Determine how many individual matches need to be rescheduled. Always try to play as many matches as possible on the originally scheduled date. It is far easier to reschedule a match or two, rather than a full team makeup. Rescheduling team needs to indicate who will be playing in the case of 1-2 rescheduled individual matches.
3. Work with your opponent's Team Captain to select a date and time to play the rescheduled match. Rescheduled matches must be **completed prior to the last two weeks** of the session. No make-up matches

will be approved in the last two weeks of the session, unless the Local League Office grants an exception, which will only occur as a result of special circumstances. Rescheduling team should be more accommodating to the team that was ready to play as it relates to scheduling.

4. Home team must confirm table availability with the host location and check the APA App for date/time conflicts with other scheduled divisions.

5. Current skill levels, not the skill levels at the time of the originally scheduled match, must be used in makeup matches.

6. Both teams must notify the League Office upon completion of a makeup match.

7. The League Office, at its discretion, has the authority to mandate a make-up match be scheduled and played. Refusal to arrange and play a make-up match mandated by the League Office will result in forfeiture of points by the team refusing to play and full weekly League fees will be assessed.

Splitting Tables:

Refer to "SPLITTING MATCHES" section of the Official Team Manual.

For Host Locations in South County that close early, teams may split tables before the two-hour mark without requiring approval from the opposing Team Captain.

Team Captain Responsibilities:

People: Be responsible for the conduct of the team and team guests during league play. Refer to the *Official Team Manual* for guidelines and penalties. Provide leadership and good sportsmanship with fair and honest competition. Encourage team members to stay until the end of the team match to cheer on their fellow teammates.

Payments: Collect the weekly team fee and any membership monies.

Player Information: Have members complete membership applications. The player (rather than the Team Captain) should call the League Office to discuss his/her own skill level.

Rules: Read and understand the Official Team Manual and the Local Bylaws.

Scoresheets: Ensure scoresheets are filled out completely and correctly and sign them at the end of the league night. Follow the "Returning Completed Scoresheets" and "Team Fees" sections after league play.

Communication: Keep all team members informed about schedules, upcoming events, and announcements.

Refer to "THE TEAM CAPTAIN" section of the Official Team Manual for additional information.

Time Limits:

Refer to beginning "Etiquette" section of the Official Team Manual for time guidelines when shooting (a shot, game and match), posting players and coaching.

See Forfeits for information on timelines for being present at League.

In addition, the SOCAPA suggests observing these guidelines for improving League play:

- If it's your turn to post a player for the next match, then let your opponent know who you will be posting as soon as you know, preferably before the current match ends.
- If you know you'll be playing next, prepare yourself before the current match ends, i.e. freshen up your drink, take your smoke break, go to the bathroom, stretch, do jumping jacks, etc.
- For Double Jeopardy, if one format is falling behind the other (e.g., you're on your 4th match of 9-Ball but only on the 2nd match of 8-Ball), then use the second table to play a second match of the same format (e.g., play a second 8-Ball match on the table being used for 9-Ball) to "catch up" and finish both formats at nearly the same time.

Link to Harry the Pool Fairy video:

<https://www.facebook.com/poolplayers/videos/10152964005279366/>

Section 3: Local League Playoffs, Tri-Annuals, World Qualifier, and other Tournaments

Session Playoffs:

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wildcard Winner Advances To Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>6-7</u> Two Teams Qualify For Tri-Annual	1 st Place vs Wildcard 2 nd Place vs 3 rd Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies

<p><u>8-11</u></p> <p>Three Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place vs Wildcard 3rd Place vs 4th Place</p> <p>Both winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p><u>12-14</u></p> <p>Four Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place vs Wildcard 3rd Place vs 6th Place 4th Place vs 5th Place</p> <p>All winners advance to Tri-Annuals</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p><u>15-16</u></p> <p>Five Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place advances directly to Tri-Annual</p> <p>3rd Place vs Wildcard 4th Place vs 7th Place 5th Place vs 6th Place</p> <p>All winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>

**Due to crossover between formats in 12-16 team Double Jeopardy Divisions, there may not be enough tables available at a single location to facilitate all playoff matchups. In these cases, the lowest seeded matchup will play the following Saturday or another night agreed upon by both team captains. Playoff matches must be completed within 1 week of the originally scheduled date of play unless an extension is approved by the league office. Please notify the League Office upon completion of the rescheduled match.*

Team Eligibility: Teams that are NOT CURRENT with all league fees or have given up more than 5 INDIVIDUAL FORFEIT MATCHES are not eligible for playoffs

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

Tri-Annuals:

Tri-Annuals will be held at the end of each session. Winners will advance to the SOCAPA World Qualifier. Tri-Annuals are an extension of playoffs and will be single elimination.

- Teams must win their division, or playoffs in order to qualify for the session-ending Tri-Annuals.
- Players must have at least 4 matches on the team in the session in order to be eligible. In addition, players must have 6 lifetime matches in the format by the end of the qualifying session to be eligible to participate.
- All players on Tri-Annual Qualified teams must remain active in the South Orange County APA in the format they are qualified in, in order to participate.

World Qualifier:

The South OC APA World Qualifier is an annual tournament that takes place at the end of the League year (usually in May/June), where qualified teams from the three (3) sessions (Summer, Fall and Spring) compete for the opportunity to represent the South Orange County APA in the World Pool Championships (WPC) in Las Vegas!! Winner(s) will receive travel assistance and trophies!

The league area is granted a certain number of slots for the WPC based on the number of teams participating in each format. See the Official Team Manual (OTM) for more information about the WPC.

*A maximum of 16 teams will participate in the 8-Ball World Qualifier:

*Summer - 5 Teams from the Tri-Annual

*Fall – 5 Teams from the Tri-Annual

*Spring - 5 teams from the Tri-Annual

*A maximum of 16 teams will participate in the 9-Ball World Qualifier:

*Summer - 5 teams from the Tri-Annual

*Fall - 5 Teams from the Tri-Annual

*Spring - 5 Teams from the Tri-Annual

*Subject to change based on team count

Eligibility for World Qualifiers:

- Players must have at least 4 matches in the appropriate format on the team in the spring session in order to be eligible. In addition, players must have 10 lifetime matches in the format by the end of the spring session to be eligible to participate. Spring playoff and Tri-Annual matches count toward spring session matches.
- Teams that qualify for a World Qualifier slot more than once during a League year (summer, fall, spring) will be the first teams eligible for a random draw into any bye slots, if available, that occur on the World Qualifier boards.
- Teams that qualify for the World Qualifier and World Pool Championships must remain active in the South Orange County APA to retain their qualified status.
- All players on Qualified teams must remain active in the South Orange County APA and the format they are qualified in, in order to participate in the World Qualifier and World Pool Championships.
- 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.

Travel Assistance for the World Pool Championships

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

Trophies/Plaques:

End of session awards will be given to the Division Winner, Tri-Annual Winner, and MVP in each division, as well as teams who win the World Qualifier! Each member of the team will receive an award!

MVP (Most Valuable Player) Program:

The MVP Program is implemented as follows:

- “PA” (% of Points Available) = (Total Matches Played * Maximum Match Points Available)
- Maximum Match Points Available is:
 - 3 for 8-Ball
 - 20 for 9-Ball
- MVP Points = (Total Match Points Earned) / (PA)
- Ties will be broken in the following order:
Total number of matches played, win percentage, performance points, lifetime win percentage

MVP Examples:

For 8-Ball:

Total Match Points Earned / (Total Matches Played * 3)

So, if you have played 3 8-Ball matches and have a total of 6 match points it would be $6 / (3 * 3)$

Change this into a percentage and you have 66.6%

For 9-Ball:

Total Match Points Earned / (Total Matches Played * 20)

So, if you have played 3 9-Ball matches and have a total of 40 match points it would be $40 / (20 * 3)$

Change this into a percentage and you have 66.6%

MVP Eligibility:

1. Must have played 5 matches in the session.
2. Cannot move up more than one (1) skill level within the session.

MVP Tournament:

This is a session-ending tournament where MVPs in each tier will compete individually for cash and bragging rights!

Separate 8-Ball and 9-ball tournaments will be held, with each match played as an individual league match (based on skill levels). Tournament will be separated by Skill Level Tier in each format.

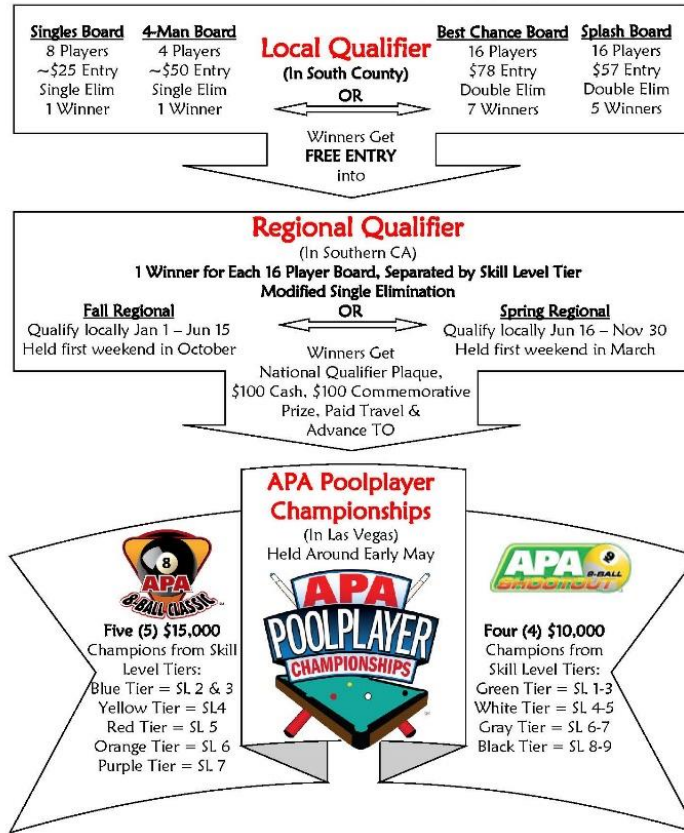
Singles Program:

In addition to competing for the World Pool Championships with your team, the SOCAPA offers opportunities for players to compete individually in the APA Poolplayer Championships.



Singles Program

Local Qualifier + Regional Qualifier =
VEGAS BABY!



The structure has two levels before advancing to the APA Poolplayer Championships:

Local Singles Boards – Qualifier tournaments run locally. Minimum of 4 players. Entry depends on the number of participants and the number of players qualifying. Check the news section of the APA app for announcements regarding singles qualifiers.

Singles Regional Tournaments – These are held twice a year in the Fall and Spring. Regional tournament location is rotated among different League areas within the region. Must be on an active roster in the format in which you are qualified to maintain eligibility.

Section 4: Sportsmanship and Conduct

Comments on Scoresheets

The South OC APA implemented a 5-Star Sportsmanship Program designed to reward teams that are consistently great sports and to identify teams that deliver an unpleasant experience. Weekly team scoresheets have a section to enter the five-star rating of your opponent. Please review the Five-Star Rating guidelines below, and call the League Office if you have questions.

<u>Rating</u>	<u>Suggested Guidelines</u>
5	“Top” rating - Team is one of the nicest in the League. Not only do they cause no problems and are a pleasure to play, but they go beyond the call of duty to show Good Sportsmanship and make your night out feel special. Your team (win or lose) had a “Super” night out.
4	“Target” rating - Team causes absolutely no problems and is a pleasure to play. Your team (win or lose) had a “Great” night out.
3	“Average” rating - No major problems, night went well with only a few “minor” problems, maybe minor rule disagreements or someone’s attitude got slightly out of hand, but opposing team Captain got them in line, apologized for the infraction, and night continued without further incident. Your team (win or lose) had a “Good” night out.
2	“Poor” rating - Opposing team members in no way threatened or intimidated your players, however they did cause multiple problems while the opposing team Captain did nothing to get his/her players under control enough so that your evening wasn’t fun. Ex: opposing team made degrading remarks to your players, tried to manipulate handicap by simply banging balls around table, or were just rude and unfriendly. Your team (win or lose) “did not” have a fun night out.
1	“Totally Unacceptable” rating - Opposing team members may have threatened or intimidated your players or may have caused multiple “major” problems. Opposing Team Captain did nothing to get his/her players under control. Your team (win or lose) had a terrible night out. Write-Up must accompany this rating!

NOTE: for Ratings 1 and 5, please provide a written explanation on the back of your scoresheet, otherwise the rating will not be considered and will default to 3.

NOTE 2: Refer to the “SPORTSMANSHIP” section of the official team manual for sportsmanship guidelines and penalties.

Refusal to do Business:

At any time, at the sole discretion of the League Operator, South Orange County APA can refuse to do business with any individual regardless of whether the individual’s APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

Banned Players

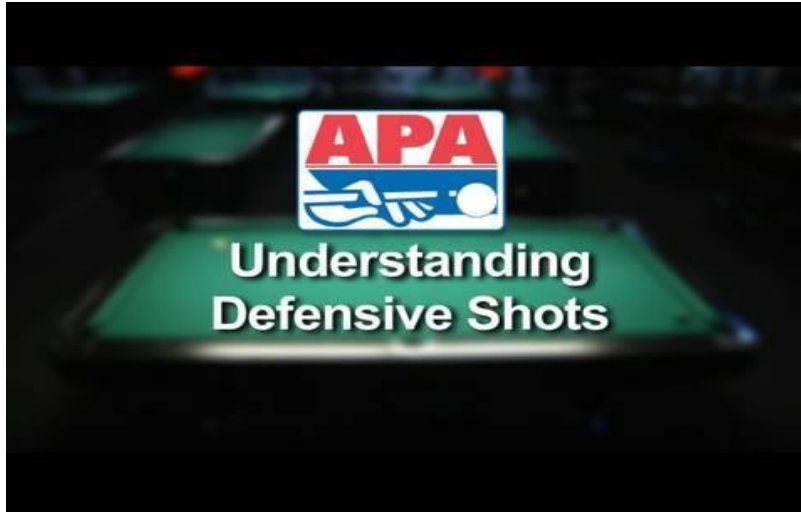
If a Host Location has banned a player from entering their establishment, the team must play without them when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

Suspended Players

South Orange County APA will honor any suspensions from all APA areas.

Section 5: Helpful Videos

Understanding Defensive Shots:



How to Keep Score in 8-ball:



How to Keep Score in 9-Ball:

