



LOCAL BYLAWS

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LOCAL BYLAWS

Introduction

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

This document explains the structure of the League at a local level and should be used in conjunction with your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League and to help clear up common issues that will allow you to focus on your game. After all, **the APA is all about having fun, meeting people, and playing pool!**

Please read these bylaws carefully and keep them with your Team Manual for your reference. All previous local bylaw documents are now null and void.

You must be 18 years of age or older to compete in St. Louis APA.

Section 1: Getting Started

Office Hours

League Office hours are Monday through Friday, 12 PM to 8 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.

Phone: 636.755.5900

Email: dnew@poolplayers.com

Team Captain Responsibilities

The Team Captain is the administrator for the team. The Team Captain must have a phone and email address to allow for quick and effective communication with the League Office. The Team Captain's responsibilities and duties include:

1. Collecting weekly fees and APA membership dues from the team.
2. Submitting payments, forms and other information to the League Office
In a timely manner.
3. Distributing information from the League Office to all members of the team. This would include rule amendments, tournament announcements, and any other League business.
4. Responsibility for the conduct and good sportsmanship of all team members during League play.
5. Making sure that proper and accurate scorekeeping procedures are followed.
6. Having team players at the scheduled match site on time.
7. Returning team envelopes to the drop off location on time.

Division Representative Responsibilities

Division Representatives (Division Reps) are appointed by the League Operator or voted on by the Team Captains. He or she is a person that has played in the League for a long time, is a person of integrity and is well respected by League members. Division Reps are your primary point of contact for questions about rules and other general inquiries about their division. They make sure that League information and notices are distributed and understood by their players. They are a spokesperson for their division and ensure that all concerns, queries and questions from the division are addressed. They carry a rule book on League nights and are available to answer any questions when necessary. The Division Rep will call the League Operator on a League night if deemed necessary. You will find your Division Reps phone number on each scoresheet.

Website

Our website address is stlapa.com

This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other St. Louis APA events
- b) Set up your Member Services account to:
 - View schedules, team rosters, standings and individual records for your division
 - View your lifetime APA statistics, including win percentage and performance charts against all other SLs in your last 30 matches

In addition, we also have a Facebook page at www.facebook.com/STLAPA where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

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 always made first online and through our email mailing list – don't miss out on valuable information! The website and email are the Local League Office's most efficient communication tools, helping to ensure that you get the most out of your experience and keeping 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 pertinent to the League.

Team Fees

Team Fees are \$35 per week (\$70 for Double Jeopardy) regardless of the number of matches played, including forfeits and playoffs. If you are paying by check, please make your check payable to APA. There will be a \$25 charge for any returned checks, plus loss of bonus points.

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.

Bonus points will only be awarded 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
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

The bonus points awarded will be as follows:

- **8-Ball - 2 Bonus Points**
(1 point will be awarded for the entire weekly fee being included in the payment envelope and the team is current for all fees.)
(1 point will be awarded for accurate and complete scoresheets.)
- **9-Ball - 12 Bonus Points**
6 points will be awarded for the entire weekly fee being included in the payment envelope and the team is current for all fees.)
(6 points will be awarded for accurate and complete scoresheets.)

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

Past Due Procedure

First Week Past Due: Scoresheet will be stamped Past Due – Captain / Co-Captain will be called.

Second Week Past Due: Scoresheet will be stamped Final Notice – Entire Team will be called.

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 the fees that are due, including those for the remainder of the session and will not be able to rejoin the League until they have paid their portion.
- The League Office will not be responsible for fees or monies that have not been paid by the Team Captain or other members designated by the team. 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 asked to replace their Team Captain with another, more responsible player.

Abusive Language

No abusive language directed at the League or the League Operator will be tolerated on the scoresheets. All concerns should be written up in a calm and professional manner. This will guarantee that your concern is looked at, documented and addressed. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Patches

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for your accomplishment, you must fill out the Patch Request form. Patches will be awarded each time the player meets the criteria for earning a patch as long as the Patch Request form is completed and sent in to the League Office.

Patches available:

- 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.
- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.
- Skunked: 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. No tournaments are applied.
- 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 League Office will determine if the patch will be awarded.

Please complete the Patch Request form and mark on your scoresheet in the appropriate section so your award does not go unrecognized. Patches are awarded the week after earned and will be in the team envelope.

Incentives

From time to time, we will run incentives and promotions for new teams, new captains, or new Host Locations. These could be in the form of team credits, free play or APA apparel. All incentives will be posted online as well as in the team envelopes.

Section 2: League Play

Bye Weeks

Some divisions will have an odd number of teams, so one team each week will not have a match. In this instance, the team shall be given the following points for the week (these points include the bonus points a team would have received if all the paperwork was correct):

- 8-Ball – 8 Bye Points + 2 Bonus Points
- 9-Ball – 60 Bye Points + 12 Bonus Points

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

Forfeits

If a full team of five players fail to show for a match, the opposing team is awarded forfeit points.

A full team forfeit in 8-Ball will be worth 8 Points + 2 Bonus Points

An individual forfeited match in 8-Ball is worth 2 Points during regular session play and 3 Points during Playoffs.

A full team forfeit in 9-Ball will be worth 60 Points + 12 Bonus Points

An individual forfeited match in 9-Ball is worth 15 Points during regular session play and 20 Points during Playoffs.

Both teams are responsible for the full weekly fees for any week in which a match or portion is forfeited.

Preventing Forfeits

(Player May Play Twice on One Night)

General Rule 20 in the Official Team Manual states “**YOU MAY ONLY PLAY ONCE** in a team match.” However, to help prevent forfeits and for matches to be awarded on the table rather than by forfeit, the St. Louis APA has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows one player shall be allowed to play twice (we will call this a Replay Player) on the same night in the following circumstances:

A team that has enough players present is not allowed to use the Replay Rule unless they cannot comply with the 23-Rule.

A player may not be sent home and/or made unavailable so that a team may request a “replay” from their opponent. Attempts to take advantage of the Replay Rule should be reported to the League Office.

Teams must notify 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 team must allow the replay; they cannot enforce a forfeit match.

The opposing team gets to pick which player from the other team will play twice as long as it does not force that team to go over the 23-Rule. All players who have already played must be available as a choice for the “replay” match.

The “replay” must be played in 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 and the team scheduled to put up a player in the 5th match puts up first.

Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If the team’s other player shows up prior to the start of the “replay” match, the “replay” match is cancelled and the 5th player must play.

MVP points will only be awarded for the first match a player plays during that team match.

There is no limit on how many League nights a team can use the Replay Rule during the regular session based on the above criteria. This rule will **not be allowed in the last 4 weeks of regular weekly League play of the session, Playoffs, Tri-Cup Tournaments or the LTC.**

Rescheduling Matches

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you plan to reschedule a match, **you must notify the League Office**. Please use the following procedure:

- Contact the captain of the team you plan to reschedule with and notify them of your intent to reschedule.
- If requested to do so, captains must reschedule matches if the team has other pre-qualified League obligations such as a National 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 League Office.
- Teams must pay for all matches by scheduled match date or they will lose bonus points.

Inclement Weather

Inclement weather is generally, but not limited to, snow or ice conditions. The League Office will use school closings and state warnings to determine whether reschedules due to inclement weather will be granted. If you feel that weather conditions may interfere with your match, contact the League Office for additional instructions.

Teams in Default

Any team that does not show up for a match for two consecutive weeks will be deemed in default and will be dropped from the Division. Additionally, any team that has not paid their League fees for two consecutive weeks is in danger of being dropped from the Division. Teams will be notified and failure to contact the League Office and settle accounts will result in a team default.

Teams that default are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members, and players will be suspended from the League until their portion of the fees is paid. The League Office has the right to assign different portions of the outstanding fees to individual players as deemed necessary. 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 the week if they play and do not clear their past due.

MVP Program

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

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

Using regular session data (Playoffs not included), MVP qualified players are determined using their Points Available Percentage (PA). Calculations on how this is figured can be found on the website stlapa.com

A MVP from each tier will receive a patch per division per tier if they like. Use Patch Request form to receive your patch.

A MVP will be named for the entire League per tier per session and they will receive a plaque for their accomplishments.

Each player will need **8 matches** played per team to be a participant in the MVP Program.

Section 3: Sportsmanship and Conduct

Sportsmanship

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is big part of playing in the APA. This is a weekly night out for many people and a break from the regular work grind. This is not a money league, and any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time. Please don't spoil it for others!

There is a fine line between cheering for your player and against your opponent. As a rule, cheer for your player's accomplishments and not the opponent's misfortunes. Individuals who are consistently deemed to not be displaying sportsmanship values may be subject to match forfeits, probation, suspension or termination of League and/or APA membership. For example, jumping out of your chair during a match that you are watching to say a hit was bad or the 8-ball was not marked, will be deemed poor sportsmanship, and the player is subject to a suspension. It is fine to cheer for an 8-on-the-Break, but it is considered poor sportsmanship to cheer for the cue ball to scratch as it heads towards a pocket. When you are not playing, please sit, watch and enjoy the match. Let the two players get on with their own match. They will ask for your input if necessary.

Refusal to Do Business With

At any time, at the sole discretion of the League Operator, St. Louis APA can refuse to do business with any individual. These individuals will not be suspended from the APA but will not be welcome in our League. This will typically be used for people who are disruptive to the League, constantly complain about handicaps or otherwise, and deride the League in public.

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

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without him/her that evening. The League has no right to insist a Host Location allow a person in to their establishment for a League match

Suspended Players

St. Louis APA will honor any suspensions from a neighboring APA area.

Section 4: League Playoffs and Tournaments

Session Playoffs: Playoff structure for Standard Format 8-Ball and 9-Ball Teams.

Number of Teams in Division (at Week 6)	Playoff Structure
<u>4-5</u> *1 Team qualifies into Tri-Cup	Playoffs: 1st Place vs. Wild Card Winner advances to Tri-Cup
<u>6-7</u> *2 Teams qualify into Tri-Cup	Playoffs: 1st Place vs. Wild Card 2 nd Place vs. 3rd Place Winners advance to Tri-Cup
<u>8-11</u> *3 Teams qualify into Tri-Cup 1 st Place team from the session will earn automatic qualification into the Tri-Cup	Playoffs: 2 nd Place vs. Wild Card 3 rd Place vs. 4 th Place Winners advance to Tri-Cup
<u>12-16</u> *4 Teams qualify into Tri-Cup Tournament 1 st Place and 2 nd Place teams from the session will earn automatic qualification to the Tri-Cup	Playoffs: 3rd Place vs. Wild Card 4 th Place vs. 5 th Place Winners advance to Tri-Cup along with 1 st and 2 nd Place

**subject to change based on team count*

NOTE: A team cannot forfeit more than three individual matches within the last 2 weeks of regular weekly play. Teams who do not adhere to this rule will forfeit eligibility into Playoffs.

The 1st round of Playoffs will be scheduled on corresponding League nights.

The next session will begin the following week.

In accordance with Official Team Manual page 41, **Session Playoff site selection** will be made at or prior to the Team Captain meeting at the beginning of the session and will be indicated on the schedule. It is possible a playoff match will be at a neutral location, or it is possible the playoff site might be at the home of either or both of the teams involved.

Player Eligibility: Players must have played at least 6 times with the team during the session to be eligible to play in the Playoffs.

Trophies

End of session awards will be given to all teams that finish first place in points in their division. Each member of the team will receive an award. In addition, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishments!

Tri-Cup Tournament

A Tri-Cup Tournament will be held for each session of the League year. For each session, the teams that finish with the most points in each division (8 or more teams), along with playoff winners will advance. The Tri-Cup Tournament will be a single elimination tournament. The Tri-Cup Tournament will be used to distribute the cash prize fund from the corresponding session. Amounts will be determined by team count each session and will be announced prior to the start of the tournament.

Player Eligibility: Players must have played at least 6 times with the team during the session to be eligible to play in the Tri-Cup.

Team Eligibility: All teams must be active with at least 4 original members in the session that the event is held to be eligible to participate in Tri-Cups and LTCs.

World Pool Qualifier (WPQ)

The Local World Pool Qualifier (WPQ) is an annual tournament that takes place at the end of the League year in which the winning team(s) win travel assistance to Las Vegas and the opportunity to represent St. Louis APA in the World Pool Championships.

*A maximum of 24 teams will participate in the 2017 8-Ball WPQ:

***Summer** - 6 Teams from Tri-Cup

***Fall** - 7 Teams from Tri-Cup

***Spring** - 8 Teams from Tri-Cup

*A maximum of 16 teams will participate in the 2017 9-Ball WPQ:

***Summer** - 5 teams from Tri-Cup

***Fall** - 6 Teams from Tri-Cup

***Spring** - 7 Teams from Tri-cup

**subject to change based on team count*

- Teams that Re-Qualify for a WPQ slot will be the first teams eligible to receive a bye. A random draw will be used to determine Teams placement on the WPQ board.
- Any team that loses in the finals of a Tri-Cup Tournament to a team already qualified from a previous Tri-Cup will also be qualified (unless already qualified from a previous Tri-Cup).
- Teams that qualify for the WPQ must remain active in the St. Louis APA to retain their qualified status.
- All qualified teams must finish in the top half of their division in all subsequent sessions prior to the WPQ or risk the loss of their qualified status.
- The Travel Assistance Fund will be used for 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 WPQ board.
- **Player Eligibility:** Players must have played at least 6 times with the team during the session to be eligible to play in the Tri-Cup.

Team Eligibility

All teams must be active with at least 4 original members in the session that the event is held to be eligible to participate in Tri-Cups and WPQs.

Player Appreciation Tournament

A Player Appreciation Tournament will be held during our Player Appreciation Day conducted during each session of the 2016-2017 League Year.

Total prize fund each session will be determined by team count each session and will be announced prior to the start of the tournament.

All players must be on a roster in the current session to participate in this event.

Captain Tournament

A Captain Tournament will be held for each session of the League year. The tournament is to show appreciation for all the time and effort each captain contributes.

All players must be on a roster in the current session to participate in this event.

Tournament Misc.

Online registration (if available) is required to participate. No onsite registration will be taken. If you register online, you are committing to the entry fee of the tournament. If you are unable to participate the day of the tournament, you will be held responsible for the entry fee.

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

Ladies League

The Ladies League will play an alternate schedule. The schedule will consist of once a month play. Roster sizes will be 5 ladies on a roster of which 3 will play under a 13 handicap limit. 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).

Bonus Points: 1 Bonus Point will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 4 Points + 1 Bonus Point

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

Full Team Forfeit Points: 4 Points + 1 Bonus Point

One Division Playoff Structure

Playoff Structure: The 1st Place Team in points at the end of the annual alternate schedule will receive a bye for the playoffs and go straight to the Championship.

Number of Teams in Division	Playoff Structure
<p style="text-align: center;"><u>4-5</u></p> <p>2 Teams qualify into Championship – 1st Place team from the session and winner of Playoffs</p>	<p style="text-align: center;">Playoffs:</p> <p style="text-align: center;">2nd Place vs. Wild Card</p> <p style="text-align: center;">Winner advances to Championship (to play 1st Place team)</p>
<p style="text-align: center;"><u>6 & Over</u></p> <p>2 Teams qualify into Championship – 1st Place team from the session and winner of Playoffs</p>	<p style="text-align: center;">Playoffs:</p> <p style="text-align: center;">2nd Place vs. Wild Card 3rd Place vs. 4th Place</p> <p style="text-align: center;">Winners advance to Finals</p> <p style="text-align: center;">Winner of Finals advances to Championship (to play 1st Place team)</p>

Each member of the team winning the Championship Round will receive an award. The team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishments!

The Championship Team will earn the travel assistance to compete in Las Vegas at the Ladies Championship, or in MiniMania. Currently, for a guaranteed slot to the Ladies Championship in Las Vegas, St. Louis APA must have a minimum of 10 teams playing. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list until it is determined how far down in team count slots will be awarded to fill the field. If by chance we are not granted a Ladies slot, travel assistance will still be available for the Ladies team to travel to Las Vegas to participate in MiniMania.

Masters Divisions

The Masters League will consist of teams with a maximum of 4 players permitted on a roster; 3 of the 4 team members will participate in each team match. There will be no skill level limit.

Each individual match will be a race to 7 and will include 8 games of 9-Ball and 5 games of 8-Ball. Players can earn 1 point for each game won. A team can earn a maximum of 21 points per night. Coaching is not allowed.

Bonus Points: 1 Bonus Point will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 15 Bye Points + 1 Bonus Point

Individual Forfeit Points: 15 Points

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

Summer Session: 1 Playoff winners will advance

Fall Session: 1 Playoff winner will advance

Spring Session: 2 Playoff winner will advance

There will be a Championship tournament between 4 teams.

Session Playoff Structure: Summer & Fall

1 Team qualifies for Championship *Previously qualified Teams will be "skipped" in Playoff draw	1 st Place vs. Wild Card 2 nd Place vs. 3 rd Place Winners of Semi-Finals advance to Finals
Finals	Winner of Finals advances to Championship

Spring Session Playoff Structure:

2 Teams qualify for Championship	Playoffs: 1 st Place vs. Wild Card 2 nd Place vs. 3 rd Place Both Playoff winners earn qualification to the Championship
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Currently, for a guaranteed slot to the Masters Championship in Las Vegas, St. Louis APA must have a minimum of 10 teams playing. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list until it is determined how far down in team count slots will be awarded to fill the field. If by chance we are not granted a Masters slot, travel assistance will still be available for the Masters team to travel to Las Vegas to participate in MiniMania.

Travel assistance will be determined based on the number of Masters teams advancing to Las Vegas.

If there are additional slots available, we will also request a second slot.

Doubles Divisions

A **maximum** of three players will be permitted on a roster. When forming a team, the roster must consist of two "Core Players" with a combined skill level of 10* or less. The core players should be listed First and Second on the roster. The Core Team are the ones eligible to compete in Playoffs, Local Team Championship and the 8-Ball Doubles Championship in Las Vegas.

Each player on the "Core Team" during the Session must compete in at least half of all matches in both the Singles and Doubles format to be eligible for the playoffs or Local Team Championships.

*The Core Team must play their first match in both Singles and Doubles with a Combined Skill Level of 10 or less. Teams will be allowed to continue playing in the current session if any player on the core Teams handicap goes up and the Team becomes an 11. If a Teams core skill level increases to 11 during a session the Team may continue to play together. To remain eligible this Team must qualify at the end of the Session for the Local Team Championship. IF the Team fails to qualify players must be replaced in order to reduce the team skill level back to 10 before the start of the next session. If at any time the core skill level increases to 12, players must be replaced in order to reduce the team skill level back to 10. Teams that exceed maximum handicap lose any qualifications earned and start over at a 10 or less.

Alternates are only able to participate in a match that are a combined skill level 10 or less. Singles or Doubles. If Team skill level movement makes it impossible for the alternate to play with either player on the Core Team they will be removed from the roster.

National rules state Teams will be allowed to advance to the event in Las Vegas if their Teams core skill level increases to 11 or 12, by using the modified race chart. If the core skill level increases to 13, players must be replaced in order to reduce the team skill level back to 10. Teams will only be eligible if going to a 12 after the Local Team Championships.

Alternates are not eligible to replace a core player on the roster without approval from the League. Alternates are not eligible to replace a core player on the 8-Ball Doubles Championship roster without approval from the APA National Office.

The match will consist of two singles matches and a Doubles match. The total points available in 8-Ball will be 12 (two individual matches worth up to 3 points and one Doubles match worth up to 6 points). In the 8-Ball Doubles match, the available points will be "double" that of a standard format 8-Ball match. Therefore, a "shutout" win during a Doubles match will be scored 6-0 instead of 3-0. A win "on the hill" will be scored 4-2 instead of a 2-1, etc.

Byes - 8 points are awarded to a team receiving a bye.

Team Forfeits - 8 points are awarded to a team receiving a forfeit. Individual forfeits will be worth 2 points in regular play and 3 points in playoffs. Doubles match forfeits will be worth 4 points in regular play and 6 points in playoffs.

Player Eligibility: Each player on the "Core Team" during the Session must compete in at least half of all matches in both the Singles and Doubles format to be eligible for the playoffs or Local Team Championships.

Team Eligibility: Teams that qualify for the LTC must remain active in the St. Louis APA to retain their qualified status. Core Team must play required number of matches every session to remain qualified.

Session Playoffs: Playoff structure for Doubles League

Number of Teams in Division (at Week 6)	Playoff Structure
<u>4-5</u> *1 Team qualifies into Cities	Playoffs: 1st Place vs. Wild Card Winner advances to Cities
<u>6-7</u> *2 Teams qualify into Cities	Playoffs: 1st Place vs. Wild Card 2 nd Place vs. 3 rd Place Winners advance to Cities
<u>8-11</u> *3 Teams qualify into Cities 1 st Place team from the session will earn automatic qualification into the Cities	Playoffs: 2 nd Place vs. Wild Card 3 rd Place vs. 4 th Place Winners advance to Cities
<u>12-16</u> *4 Teams qualify into Cities Tournament 1 st Place and 2 nd Place teams from the session will earn automatic qualification to the Cities	Playoffs: 3 rd Place vs. Wild Card 4 th Place vs. 5 th Place Winners advance to Cities along with 1 st and 2 nd Place

**subject to change based on team count*

Currently, for a guaranteed slot to the Doubles Championship in Las Vegas, St. Louis APA must have a minimum of 10 teams playing. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list until it is determined how far down in team count slots will be awarded to fill the field. If by chance we are not granted a Doubles slot, travel assistance will still be available for the Doubles team to travel to Las Vegas to participate in MiniMania.

Travel assistance will be determined based on the number of Doubles teams advancing to Las Vegas.

Feedback

We welcome feedback on these bylaws, so please submit your feedback to dnew@poolplayers.com and we may incorporate them into the next revision.

Good Luck and Good Shooting!

