

NEW ENGLAND AMERICAN POOLPLAYERS ASSOCIATION

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OFFICE HOURS: Monday, Wednesday, Thursday & Friday 10:30 am – 2 pm
Closed on Saturday, Sunday, Federal Holidays and Mondays following tournament weekends

LOCAL BYLAWS

(REVISED May 2022)

Team Captains are required to read and share the local bylaws with their team members.

Become familiar with the rules. READ THE BYLAWS. They are part of your rules.

- 1. HALLAPOOLOOZA, INC.** All in a name ... League Operator Kelly Hall chose this corporation name with the intention of creating a fun and exciting experience for all New England APA players. The Hallapoolooza Player Appreciation Party will be held during the Summer Session. Entertainment, games, awards and prizes will be at the forefront of this event.
- 2. AGE REQUIREMENT** The age requirement to participate in APA pool leagues is 18 years old. However, the Host Location/bar has the absolute voice on the age minimum to participate in APA in their establishment. The Host Location/bar has the option to only allow players 21 years of age or older to participate in League in their establishment. If a team is found to have a player on their roster who was not eighteen (18) when he/she played, the matches the player played will be forfeited to the opponent and the team could lose their eligibility for any Higher-Level Tournament. The player will also be dropped from the roster.
- 3. THE HANDLING OF WEEKLY SCORESHEETS, TEAM FEES, and APPLICATIONS** Team Captains are required to collect all League fees, membership dues, and membership applications from the players on their teams. Captains are required to email a scanned pdf or a clear picture of the scoresheet (both sides for 9 Ball) to apascoresheets@gmail.com by noon the day following each match. Scoresheets and weekly team fees are to be placed in the provided return envelope and mailed the day following match play. In order for teams to receive bonus points, the office must receive the scoresheet via email by noon the day following the match. If the postmark on the envelope is not within 2 days of play, the scoresheet has 3 or more mistakes/omissions and full payment is not enclosed, the team will receive penalty points. For teams that email scoresheets in the form of pdfs and pay electronically (ie: Venmo), mailing the scoresheet is not required but all other requirements are in play and penalty points will be given accordingly. Electronic payment must be received within 2 days of play in order to avoid penalty points. Delinquent teams will receive penalty points.
- 4. SCORESHEETS** All Teams should have online access to the Member Services page at the American Poolplayers Association Website. Access to this page allows members to view

handicaps and team status in their divisions. Teams should not rely on the mail for scoresheets; therefore, having access to this page will also allow teams to print their own scoresheets. It is beyond the New England APA's control of how mail is processed and delivered. All scoresheets are mailed 3 days prior to that night's match. All teams should have at least one person on your team that has this access and is able to print in case the U.S. Postal Service does not deliver your scoresheet in time.

All scoresheets must be completed in black or blue pen. Please refrain from using highlighters as the office needs to do so at times.

5. RULE 16 Rule 16 is a team that has fallen behind more than two weeks with sending in their scoresheets and/or fees.

"Rule 16" Teams that fall more than two weeks behind will be required to pay back fees along with the current week's team fees to either to their opponent or their Division Rep before being allowed to play. Failure to do so may result in forfeit.

Teams that consistently have issues with late scoresheets and payment may be subject to Team Captain replacement by the APA office in order for the team to continue. Habitual delinquency problems will result in the entire team being contacted by phone and/or e-mail as each member is subject to penalties which may include suspension.

Payments can also be made by credit card via QuickBooks Invoice System or by calling the New England APA Office directly to make payment arrangements.

6. MEMBERSHIP FEES For more information on membership fees, please refer to "Annual Membership Dues" found under League Structure, Section 1 of the APA Official Team Manual (OTM). Remember, you must pay your membership before you can play a match, or by week 4, whichever comes first, as explained in the "Every Player Must Be A Current Member" of the OTM's General Rules, Section 2.

Teams will not earn bonus points if they choose to play a player whose membership fees have not been paid.

IMPORTANT — Make sure you fill out your membership application completely or correct any errors on the renewal notice. Some of your membership items will be mailed directly to your home address. If the APA does not have a complete and accurate address, you may not receive all of your benefits. Neither the APA nor your League Operator can be responsible for making them available at a later time.

7. TEAM FEES Team fees are as follows: Open division (8-Ball) and 9-Ball division team fees are \$50.00 per team, per match. Masters division team fees are \$30.00 per team, per match. Doubles division team fees are \$30.00 per team, per match. Ladies Division team fees are \$30.00 per team, per match. Men's Division team fees are \$50.00 per team, per match. Double Jeopardy division team fees are \$45.00 per team, per match (\$90 total). Destination Division team fees are \$70.00 per team per match. Most Host Locations have "greens fees" that are charged in addition to APA team fees. If the location has quarter operated tables, the teams should alternate paying

for games throughout the team match, with each player on the team contributing equally. All matches are to be paid in full on the original night of play. Full team fees are due regardless of how many players actually play (i.e. - there is a forfeit in a match). **Full team fees are to be paid during session playoffs.** This is regardless of how many players actually play (i.e. - match is completed with only 3 players needing to play). If a team owes any past due money to APA, it must be paid prior to the **WILD CARD DRAW** or the team **WILL NOT BE ELIGIBLE** for the draw. This also applies to the BIG DAWG competition. In addition, any team owing the League money must pay the past due amount by the last week of the session or the team **WILL NOT BE ELIGIBLE** to play in playoffs or any Higher Level Tournament.

There will be no Team Fees due for Bye weeks.

8. CHECK POLICY The New England APA allows checks as a form of payment for weekly league play and memberships. However, if a check is returned to APA for insufficient funds, the player will be responsible for paying the amount of the check, plus a **\$20.00** fee for the returned check. This will be noted as a past due balance on the player and will be signified on the scoresheet with dollar signs (\$\$\$\$\$) behind the player's name.

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

10. RESCHEDULING & MAKE-UP MATCHES All makeup matches must be completed within 2 weeks of original scheduled date unless approved by the NE APA office. **If a date cannot be agreed upon, the NE APA office will schedule a makeup date and if a team does not show up, a forfeit will occur.** Makeup dates must be reported to the NE APA office. Make-up matches must be completed three (3) weeks prior to playoffs. Failure to do so will result in forfeit for both teams. MAKE-UP SCORESHEETS WITH FULL PAYMENT MUST BE RECEIVED AT THE APA OFFICE NO LATER THAN TWO (2) WEEKS PRIOR TO PLAYOFFS IN ORDER FOR TEAMS TO RECEIVE THEIR POINTS. The following are pre-approved make-up match situations meaning that the APA office will not force teams to play as scheduled in the cases of:

- a. SEVERE WEATHER If severe weather occurs; the Team Captains should reschedule the match as soon as possible. PLEASE NOTIFY THE LEAGUE OFFICE IF/WHEN YOU ARE RESCHEDULING YOUR MATCH.
- b. Thanksgiving Eve, New Year's Day, Super Bowl Sunday and Sundays prior to Memorial Day and Labor Day that are included in the regular schedule, may be rescheduled for a makeup match ONLY if it is completed PRIOR to that scheduled night. Teams need to plan ahead and report any rescheduling to the NE APA Office so that scoresheets can be made available in advance.
- c. There will be no scheduled League play on the following HOLIDAYS: Easter, 4th of July, Thanksgiving, Christmas Eve, Christmas Day, and New Year's Eve.

TRI-CUPS/World Qualifier All teams participating in a Tri-Cup/Regional tournament that conflicts with their regularly scheduled weekly match MUST RE-SCHEDULE THEIR WEEKLY

LEAGUE MATCH. Due to the timeframe that World Qualifier LTC occurs in following the start of the session, pre-playing the match is not always possible however, it is still preferred. Therefore, the match can be played prior to the original match date or up to two weeks after the original match date. All monies and scoresheets must be turned in as soon as the match is completed. If matches are unable to be completed in full in the designated time frame, Team Captains must call APA to for approval to complete the match at a later date.

- a. *Any other make-up match must be requested by the teams and approved by the APA.

11. FILLING A BYE OR LATE START TEAMS Teams are allowed to fill a bye or start late in a division on or before week 6 of play. Per APA standards, the BYE FILL/LATE START team will receive one (1) point below the lowest team in the standings at that point in the session. Teams will not be allowed to start late more than twice in a three (3) year span and once per league year.

12. TEAM SKILL LEVEL LIMIT RULE (23-RULE) Please refer to the "Team Skill Level Limit" rule in the APA Official Team Manual, found under General Rules, Section 2.

This is a national rule enforced by the APA computer system with no exceptions.

13. GHOST RULE If a team is short a player on a designated League night, their opponent may allow them to use the "Ghost" rule. The "Ghost" rule allows the team that is short a player to play a player twice in the same match. The following criteria must be followed when using the "ghost" rule:

- a. Teams must notify their opponent of the need to use/or potential need to use a "ghost" prior to the start of the 1st individual match and MUST notify their opponent the names of the players that are present at the match to choose from. If a team fails to do either, a ghost will not be allowed. If a team has a 5th player show up prior to the start of the 5th match, the player is not only entitled to play but must play before a "ghost" is utilized.
- b. The player that plays the 5th match when a "ghost" is used is chosen by the team's opponent. The player that is chosen to play the "ghost" should be notified by the opponent at the conclusion of the 1st match (thus, other players can leave if not chosen). The player chosen to play the "ghost" match must still allow the team to comply with the 23-Rule (or "4-19 Rule" if it applies to the team in question). The "ghost" player selection may be any handicap level but the choice may not force the 23-Rule to be broken. If the opposing team fails to choose the "ghost" player prior to the 2nd match, the opposing team will lose their right to choose and the choice will be given to the team playing the "ghost." This default choice can be decided as late as the beginning of the 5th match.
- c. Full team fees are still due if the "ghost" rule is used in a team match.
- d. Teams are allowed to use up to two "ghosts" per league night but must be played in the last matches and abide by all "ghost" rules meaning that both "ghosts" chosen by the opponent must be announced at the conclusion of the first match and that the team utilizing the "ghost" rule must announce that two "ghosts" may be necessary prior to the 1st match. Once a maximum of two "ghosts" have played, the remaining matches must be

forfeited, even if another player shows up. If a 4th player shows up prior to the start of the 4th match. The player must play and the opposing team may change their ghost selection for the 5th match as late as the conclusion of the 4th match.

- e. **If a ghost is used in a match other than the last individual played match of the night, the “ghost” match and all subsequent matches will be forfeited by both teams.** A player may not be sent home and/or made unavailable so that a team may request a “ghost” from their opponent. Attempts to take advantage of the “ghost” rule should be reported to the Division Representative and also to APA by means of an official protest form.
- f. “Ghosts” will NOT be allowed during playoffs or during any Higher Level Tournament play.
- g. Both teams may utilize the “ghost” rule on the same night if necessary. In this situation, teams will stay in rotation regarding player selection.
- h. A team that has enough players present is not allowed to use the “ghost” rule not even to stay within the 23-Rule. They have to play a player that has not yet played in the match and if they cannot field a team with the 5 or more players present and abide by the 23-Rule or the 4-19 Rule, the result will be forfeit(s) at the point the 23-Rule is broken.
- i. A team may use a total of five (5) ghosts per Session. Any additional “ghost” usage must have written permission prior to the team’s match from the New England APA office.

14. ORDER OF PLAY Please refer to the “Who Plays First & Order of Play” section found under General Rules, Section 2 of the APA Official Team Manual.

15. APA CHAMPIONSHIP TOURNAMENTS –The APA Poolplayers Championships and APA World Pool Championships frequently coincide with the playoffs in the Spring and Summer sessions. Pre-plays and make-up matches will be allowed for all players attending the Championship events. Pre-plays are always **preferred** and should be done whenever possible. If pre-plays are not possible, the matches can be made up, but must be completed three (3) weeks prior to playoffs. Opponents **must** be willing to work with players/teams attending the Championship events. However, the players/teams attending the Championship events **must** make arrangements with their opponents in a timely manner – not on the date of the match. Full and partial matches can be rescheduled. In the event of partial matches being rescheduled, the specifics of how many matches will be rescheduled and what players that are attending the Championship events will be playing a rescheduled match must be divulged to the opponent. (In other words, a team missing one or two players cannot decide they want to reschedule the last one or two matches the night they are playing when the team has 5 players present. The specifics must be determined ahead of time. This is to prevent abuse or manipulation of the rule by teams).

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

if a team forfeits three (3) or more matches they will be ineligible for playoffs and/or the wild card draw. The only exception to this rule is in the situation where a team is forfeiting a match due to their skill levels forcing them to utilize the 4- 19-Rule. The match is a scheduled match, therefore both teams are responsible for full payment to the APA for that given match. So whether there is one forfeit or the entire match has been forfeited, both teams are required to pay the team fees in full directly following the date of the scheduled match.

17. COACHING Please refer to “Coaching” found under General Rules, Section 2 of the APA Official Team Manual for complete information on coaching.

18. BONUS POINT SYSTEM In-House teams that are on pick-up/drop-off schedule will not utilize the standard Bonus Point System. Pick-Up/Drop-Off Divisions will earn bonus points if a scanned pdf or picture was successfully sent to apascoresheets@gmail.com by noon the day following the match, scoresheets are filled out completed with maximum of only ONE error and full payment has been received at time of Pick-Up.

Mail System Teams will receive bonus points each week of regular session if the **postmark** is within two (2) days of the match and meet the following ~~three~~ four requirements:

1. A scanned pdf or picture was successfully sent to apascoresheets@gmail.com by noon the day following the match.
2. Correct and completed scoresheets (two errors allowed). Scoresheets that are not complete will not receive bonus points. See APA Official Team Manual for how to correctly complete a scoresheet.
3. Full team fees are included and the team must also NOT have a past due balance left unpaid.
4. Not playing a player who owes money to APA, being either membership fees or past due balances (signified by \$\$\$\$\$\$ behind the player’s name).

All four ~~three~~ requirements must be met in order for a team to earn Bonus Points. Bonus Points will be awarded on a weekly basis as follows: • 8-Ball = 1 Bonus Point • 9-Ball = 10 Bonus Points • Masters = 1 Bonus Point

Team Captains should ensure that all four ~~three~~ Bonus Point System Requirements are met prior to turning in your scoresheet and League fees to APA. Bonus Points will be used to determine division standings at the end of the session, including Big Dawg in the case of a tie-breaking situation only. Bonus Points are **NOT** awarded on the final two (2) weeks of the regular session or during playoffs. Team Captains should notify APA during weekday office hours, Monday, Wednesday, Thursday and Friday from 10:30am - 2:00pm if you feel your team did not receive its “earned” bonus points. Mistakes in awarding Bonus Points by APA will only be given to the team if APA is notified within two weeks of scheduled date of play in question or before playoffs have been scheduled and released.

19. POINTS AWARDED DURING 'BYE' WEEKS Teams that have a 'Bye' during the session will receive nine (9) points in 8-Ball and seventy (70) points in 9-Ball. The points awarded for a 'Bye' at the Local Level are different from the value noted in the 'Official Team Manual' due to the 'Bonus Point System' that is in place at the Local Level. The increased point value assigned to the 'Bye' allows teams to stay competitive through 'Bye' weeks and divisions with a 'Bye' to remain competitive in the 'Big Dawg' race. In Masters, a 'Bye' is worth 15 points. In Ladies, a 'Bye' is worth 5 points. In 8-Ball Doubles, a 'Bye' is worth 5 points. In 9-Ball Doubles, a 'Bye' is worth 35 points. The Bye points will be lowered to eight (8) points in 8-Ball and sixty (60) points in 9 Ball for the final two (2) weeks of the session as other teams will not have the opportunity to attain bonus points during that time period.

20. SESSION PLAYOFFS 8-Ball & 9-Ball Leagues:

In a division of 4 teams, the 1st place team will host the wild card team. The wild card team will be drawn from the 2nd, 3rd and 4th place teams. One (1) team will advance to the session's Tri-Cup. Additionally, in a 4-team division eligibility will not be passed to teams finishing directly behind an already qualified team in the standings.

In a division of 5 teams, the 1st place team will host the wild card team. The 2nd place team will host the 3rd place team. The wild card team will be drawn from the 4th and 5th place teams. Two teams will advance to the session's Tri-Cup.

In a division of 6-9 teams, the 1st place team will automatically advance to the session's Tri-Cup. The 2nd through 4th place teams and one wild card team will advance to playoffs. There will be one week of playoffs and three teams total will advance to the session's Tri-Cup.

In a division of 10-16 teams, the 1st place team will automatically advance to the session's Tri-Cup. The 2nd through 6th place teams and one wild card team will advance to playoffs. There will be one week of playoffs and four teams total will advance to the session's Tri-Cup.

21. Weighted Wild Card Drawing For Playoffs: When drawing for the wild card to participate in playoffs, the drawing will be weighted according to final standings of the teams that did not earn an automatic bid into the playoffs. The number of entries into the wild card draw will be dependent on the number of teams in the division, as well as a team's final division standing. The last place team will receive 1 entry into the wild card, the 2nd to last place team will receive 2 entries into the wild card draw, the 3rd to last place team will receive 3 entries into the wild card draw, and so on. Thus, a team finishing 4th in a 6-team division will receive 3 entries into the wild card draw, where a team finishing 4th in an 8-team division will receive 5 entries into the wild card draw. Setup for session playoffs may vary session to session, and is at APA discretion. Teams may sometimes gain automatic eligibility to World Qualifier /State Cups based on session qualification guidelines.

When a team earns a spot to the session playoffs, they are required to participate in the playoffs. If the team chooses not to participate, the team is still responsible for paying the applicable team fees for session playoffs. The only situation in which a team may forfeit their playoff spot is in the event that the session playoffs for the division can be filled (another team willing and eligible to participate). In a travel division, the 1st place team and wild card team will play the first week of

playoffs at the 1st place team's home location. The 2nd place team and the 3rd place team will play the first week of playoffs at the 2nd place team's home location. Home team will have table choice.

22. PLAYOFF LOCATION ISSUES If two teams are scheduled for home at playoffs and the Host Location has only one table, the higher ranked team will have the home advantage and the other team will need to pick an alternate location and coordinate the details with the alternate location owner and opposing Team's Captain. This alternate location does not have to be the opponent's Host Location; it can be at any location in the area. It is not the obligation of the APA office to designate an alternate site.

23. HIGHER LEVEL TOURNAMENT SKILL LEVEL Please refer to "The Skill Level You Must Play With" under Tournament Information And Rules, Section 7 in the APA Official Team Manual.

24. HANDICAPS The lowest skill level in 8-Ball is a 2. Both males and females are allowed to play as a skill level 2 during regular league play and *local* Higher Level Tournament play. However, all males with a skill level of 2 must play as a skill level of 3 in all NE APA Tri-Cups as well as APA World Pool Championship.

The lowest skill level in 9-Ball is a 1. Both males and females are allowed to play as a skill level 1 during regular League play. However, all males with a skill level of 1 must play as a skill level of 2 in all NE APA Tri-Cups; they will be required to play as a skill level of 3 during the APA World Pool Championship.

25. NUMBER OF MATCHES NEEDED TO PARTICIPATE IN PLAYOFFS In order to participate in the session playoffs a player must have played at least four (4) matches with the team during the session, prior to playoffs beginning. In order for a player to be eligible to participate in the World Qualifier in June (World Qualifier/State Cup), a player must have a skill level based on at least 10 actual League scores in the format in which he/she is advancing. The 10 scores must be attained by the end of the Spring Session in the League year corresponding to the World Pool Championship in which the player is advancing. **Forfeits do not count as matches played!!!**

26. COMPLAINTS Sportsmanship complaints, handicap complaints, and official protests must be submitted *in writing*, the night of play or within twenty-four (24) hours of play. Complaints should be submitted on the appropriate form from the New England APA website. No fee shall be required to issue a complaint or to file an official protest. The APA office will only discuss a player's handicap with the player him/herself.

27. TRI-CUPS A Tri-Cup will be held at the end of each Summer, Fall, and Spring Session for both 8-Ball and 9-Ball. Automatic qualifiers and playoffs winners from each session will participate in the Tri-Cup to gain eligibility to the World Qualifier. Each Tri-Cup will qualify six (6) teams, in each format, for the World Qualifier/State Cups that will be held every June. • If a team qualifies for the Tri-Cup in the Summer Session, the team must play in the Fall Session or forfeit their eligibility. • If a team qualifies for the Tri-Cup in the Fall Session, the team must play in the Spring Session or forfeit their eligibility. • If a team qualifies for the Tri-Cup in the Spring Session, the team must play in the Summer Session or forfeit their eligibility. The Destination Division qualified teams must also comply. The Destination Division finals will be held in December so the pool year will be in the order of Spring, Summer and then Fall.

28. WORLD QUALIFIER/STATE CUP The World Qualifier/State Cup will be held once a year in June for 8-Ball and 9-Ball. Teams that have gained eligibility via the session Tri-Cups or automatic eligibility via Big Dawg will compete in this tournament for the chance to advance to the APA World Pool Championships in Las Vegas. • If a team qualifies for the Local World Qualifier/State Cup from the Summer Session Tri-Cup or an automatic bid from the Summer Session, the team must play in the upcoming Fall, Spring, & Summer Sessions or forfeit their eligibility. • If a team qualifies for the Local World Qualifier /State Cup from the Fall Session Tri-Cup or an automatic bid from the Fall Session, the team must play in the upcoming Spring & Summer Sessions or forfeit their eligibility. • If a team qualifies for the Local World Qualifier /State Cup from the Spring Session Tri-Cup or an automatic bid from the Spring Session, the team must play in the upcoming Summer Session or forfeit their eligibility.

There will also be qualifiers each year in 8-Ball Doubles, 9-Ball Doubles, Jack-n-Jill Doubles, Team Captains Championships, as well as Ladies and Masters as long as there are no divisions in these categories playing. The number of teams sent will depend on how many slots are allotted to us by the APA National Office each year.

29. SPRING ROSTERS ARE WORLD QUALIFIER/STATE CUP ROSTERS

Please refer to “Spring Rosters Are World Qualifier Rosters” under Tournament Information And Rules, Section 7 of the APA Official Team Manual (OTM). **IMPORTANT:** Qualified teams must comply with the “50% Rule For Qualified Teams” found in the same section of the OTM.

30. ADDING A NEW PLAYER TO A QUALIFIED TEAM IN THE SPRING SESSION Any player being added to a qualified team in the Spring Session should have a skill level based on at least 20 scores. If the player has fewer than 20 scores, that player must be approved by the League Operator prior to being added to the roster. The player’s skill level will be subject to heavy scrutiny.

31. GOOD SPORTSMANSHIP AWARD The “Good Time Gus Award” was created in memory of a wonderful APA pool player, Gus Peters, who truly enjoyed playing the game and helped others do the same. Players from each division will be given the opportunity to vote for the person in their division that they look forward to seeing on pool night – someone who keeps it light and helps others enjoy their time playing in the APA. Division winners will be recognized at Hallapoolooza and will have a chance at winning a prize. Winners must be active New England APA members on a team during the current summer session and had played during the last pool year. The trip winner will be drawn and awarded at Hallapoolooza.

32. ROSTER CHANGES Teams have until the end of the 4th week of play to make changes to their roster (i.e. – adding/dropping players). To add a player to your roster, write in their name and **ADD** next to their name. To drop a player from the roster, draw a line through their name and write **DROP** next to their name. No changes will be allowed following week six of the session without APA approval. Players added to roster after week 4 without APA approval will count as a forfeit for the team to which they were added if they play a match, and they will be dropped from the roster. **IMPORTANT:** Teams qualified for a World Qualifier/State Cup have until the 4th week of play to make changes to their roster (i.e. – adding/dropping players).

- 33. BIG DAWG AWARD** The 8-Ball team and the 9-Ball team with the most points earned in a session out of all the divisions competing in that format in the entire League area will receive the BIG DAWG AWARD. In the event that two or more teams are tied for Big Dawg and the tie cannot be broken by our tiebreaking process with bonus points, both/all teams tied will receive the award.

Each team earning the BIG DAWG AWARD will receive an award for each member on the team. In addition to the award, the team will gain an automatic bid to the World Qualifier/State Cup as well as earning a bid to that session's Tri-Cup event. **The team must stay in the top half of their division or the team is subject to lose its eligibility. If a Big Dawg team earned a BYE in the WQ by requalifying but failed to stay in the top half in any subsequent sessions after that, the BYE will automatically be revoked.**

- 34. TRIPLE SESSION DIVISION WINNER** Any team that is declared their division leader at the conclusion of all 3 sessions in a pool calendar year (Summer, Fall and Spring) will earn a spot in the Best of the Rest World Qualifier tournament prior to the World Qualifiers if they have not qualified for the finals via Tri-Cups or Big Dawg.

- 35. WORLD QUALIFIER /STATE CUP CHAMPIONS TRAVEL ASSISTANCE** Each 8-Ball or 9-Ball team winning a World Qualifier to qualify for the World Pool Championships in Las Vegas will receive travel assistance. It is up to the discretion of the New England APA as to whether there will be a monetary travel assistance given to players or if the trip will be scheduled and organized by the NE APA office. Teams will be notified prior to the tournament as to how the assistance will be allotted for that given year.

In addition, each winning team will receive a team World Qualifier Championship trophy. Should a team elect not to go to the World Pool Championships, the team will forfeit all awards and travel assistance. If the team or individual player(s) withdraws after the given deadline, the team/player will be required to repay the entire amount spent on the travel assistance for that team/player to the APA Players' Fund. The Showdown Series teams will be held to the same standard. There are no monetary awards for these World Qualifier teams; only travel assistance.

For teams who choose not attend the World Championships, failure to reimburse the Players' Fund will result in suspension of membership for each member of the team until the travel assistance money has been repaid. In the event a qualified team decides not to participate in the World Pool Championships and there is ample time for a replacement, the team that finished second in that World Qualifier/State Cup will advance to the World Pool Championships.

Teams participating in the World Championships MUST preplay their regular scheduled matches prior to attending the event. It is the WPC team's responsibility to reach out to their opponent(s) and make arrangements. Opponents are required to make every effort to accommodate the WPC qualified team. If teams are not in agreement, the New England APA office must receive an email which includes both captains and the office will determine a date. Failure to play this match will result in a forfeit for the WPC team. Follow the reschedule/make-up guidelines.

36. ALTERING THE COURSE OF BALLS Please refer to “Accidentally Moved Balls” in General Rules, Section 3 of the APA Official Team Manual. **IMPORTANT:** The 8-ball or the cue ball hitting the pocket marker is not a loss of game or a foul. After pocketing the 9-ball, if a player alters the course or stops the cue ball when there is the potential to scratch, the 9-ball will be spotted and their opponent will receive ball in hand.

37. VOLUNTARY BALL IN HAND When a player verbally offers “ball-in-hand,” it is locally required for the player to pick up the cue ball and hand it to the opponent. It is not a foul to not do so but considered a sportsmanship violation locally.

38. VIDEO TAPING IS NOT ALLOWED for determining close hits and other potential fouls.

39. HOME BY 11 Players who leave their match to go outside (to smoke, as one example) will be subject to penalties.

40. RIGHT OF REFUSAL:

The New England APA reserves the right to not approve memberships and to suspend members at their discretion for either nonpayment of fees or misconduct.

At any time, at the sole discretion of the League Operator, the New England 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.

41. PATCHES PROGRAM Earned patches should be requested on the applicable scoresheet at the bottom left in the payment section. \$1 must accompany each request. Each dollar is put aside for prizes to be given to New England APA players at the end of the year “Hallapoolooza Player Appreciation Party” in the Summer Session.

The list of patches available:

8-on-the-Break	Mini-Slam (8OB & 8B&R or 9OS & 9B&R)
8 Break & Run	– not available during tournament play
9-on-the-Snap	Grand Slam (8 Ball & 9 Ball Mini-Slam
9 Break & Run	during the same session)
Rackless	Sportsmanship
8-on-the-Break HLT	I Beat a 6 (8 Ball)
8 Break & Run HLT	I Beat a 7 (8 Ball)
9-on-the-Snap HLT	I Beat a 7 (9 Ball)
9 Break & Run HLT	I Beat a 8 (9 Ball)
Rackless HLT	I Beat a 9 (9 Ball)
Clean Sweep – 8 or 9	I Beat the League Operator
Skunk – 9	