

HEART OF TEXAS APA

LOCAL BYLAWS



Jay and Tish Gaines

League Operators

Our Mission:

***“To create VERY satisfied and loyal
Members, Teams and Host Locations who
recommend us to others.”***

These bylaws have been read and approved by the American Poolplayers Association, Inc.

Revised – February 2017

We welcome you to the **American Poolplayers Association!** The Local Bylaws are a secondary source of information, created in accordance with, and in addition to, the **Official Team Manual**. The Official Team Manual will be your primary source of information and all rules in the Official Team Manual will be followed, with the exception of any revisions as listed below. Exceptions may be made at the League Operators discretion. Read these bylaws carefully and keep them with your Official Team Manual.

OFFICE HOURS

Sunday-Saturday 11am-10pm

JAY'S CELL/PRIMARY OFFICE NUMBER

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TISH'S CELL

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EMAIL

heartoftexas@apaleagues.com

WEBSITE

See area updates and standings and find link to the **AMERICAN POOLPLAYERS ASSOCIATION** national website where you can set up your **ONLINE MEMBER ACCOUNT** and access the **OFFICIAL TEAM MANUAL** at any time.

heartoftexas.apaleagues.com

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Heart of Texas APA Pool League

PLAYER INFORMATION

Membership

APA MEMBERSHIP APPLICATION and **DUES** must be paid the first night a player plays. Annual membership dues are currently set at **\$25**. Any team playing a player without membership dues paid will **FORFEIT THE POINTS** for that player's match and a \$25 past due will be added to the team to cover that player's membership fees. Dues are renewed at the beginning of every Spring Session.

The age requirement to join the APA is 18 years old or older. It is the **TEAM CAPTAIN'S RESPONSIBILITY** to make sure that the players on their team are of legal age and to make sure the Host Location allows players who are under 21 to play in their location. The League Office will not be responsible for falsified applications. All new and existing players may pay their membership online on their **ONLINE MEMBER ACCOUNT**. If you need help setting up your account, talk to a League Operator or other League Representative.

Brand New Players

Any player that is new to the League (has ZERO matches played) and has not played a match by week #7 of the session, will be automatically dropped from the roster. The League Office will make every effort to notify the player and the Team Captain when a player is in danger of this happening, but it is ultimately the Team Captain and the player's responsibility to monitor the number of matches needed to remain on the roster and obtain eligibility for tournaments, etc.

GENERAL LEAGUE INFORMATION

Team Packets

The team packet is an envelope containing each week's score sheets, fliers, memos and patches earned. The packet is the responsibility of the entire team. All information in the packet is meant to be seen and read by all players. Any private information will be put in a sealed envelope with the player's name on it. Only players listed on the envelope should open any private information. **PLEASE MAKE SURE ALL PLAYERS READ AND ARE AWARE OF THE CONTENTS OF PACKET.** Packets will be made available at your designated drop location. In

the Traveling Bar Division, it is **EACH TEAM'S RESPONSIBILITY** to pick up and drop off their team packet by designated time. In-House and Bar teams must drop off packets at their designated drop location on the night of play. If you do not return your packet, including score sheets and fees, on time you bonus points will be deducted from your team for that match.

Scoresheets

The match score sheets are the only way the League has to determine who won the game and to determine skill levels. **THE SCORESHEETS ARE VITAL TO DIVISION PLAY AND PROPER HANDICAPPING**. They should be treated with respect. The score sheets are the responsibility of each team. Each team should keep score to verify that the information is accurate. Both score sheets do not have to match. If there is a discrepancy between the two teams, then it should be reflected on the score sheets. If a score sheet is lost, please contact your League Operator.

Start Time

Start time may vary based on day and format of play. **The standard time is 6:30pm for all weeknight divisions and 1pm for weekend divisions unless specified otherwise.** Play may begin even if only 1 player from each team is present. All teams have 15 minutes before forfeits can be called.

Rescheduled Matches

Rescheduled matches must be made up within two weeks of the original match, unless preapproved by the League Operator. If your skill level has changed since the score sheet of the makeup match was printed, **play at the higher skill level**. It is the responsibility of both Team Captains to make the arrangements and advise the League Operator of the arrangements. If the match is not made up, zero points are awarded to both teams. Weekly fees will be due for these matches. **No matches will be made up the last four weeks of session play**. However, matches scheduled within those last four weeks can be rescheduled as long as the match is completed before the last four week deadline. The League Office must be informed of any rescheduled matches -- **NO EXCEPTIONS**.

Severe/Inclement Weather

Bad weather conditions or travelers advisory warnings are reason enough for rescheduling team matches. **Teams will be allowed to reschedule matches due to severe weather.** Both Team Captains must agree on the rescheduled date and time. It is the responsibility of both Team Captains to make these arrangements and advise the League Operator. See the **RESCHEDULED MATCHES** section.

Holidays

You may be required to play on some holidays. Teams may reschedule matches on a given holiday as described in the local bylaws. See the **RESCHEDULE MATCHES** section.

MATCH PLAY INFORMATION

Order of Play

Team Captains will flip a coin to see who puts up first. The person who wins the toss has the option of putting up or having the other captain put up first. Once the first Team Captain puts up a player in a match and the opposing Team Captain has put up the opposing player in the match, the first Team Captain cannot change players. Once the players lag, neither Team Captain may change their player. The only exception to this rule, is

that the Team Captain can change the player if the player will cause the team to break the **23-RULE** or the player encounters an emergency and must leave for the night.

BE AWARE OF TIME GUIDELINES

Please be aware of time guidelines during League play. The goal is **CONTINUOUS PLAY** throughout the match. **Page 7** of the **OFFICIAL TEAM MANUAL** has specific time constraints for match play. **They include: 4 hours for an 8-Ball match, 3 hours for a 9-Ball match, 2 minutes for a new player selection, 1 minute for a coaching session and 20-45 seconds per shot (depending on difficulty level).** These guidelines are in place to make sure matches can be complete within reasonable time limits. Extending playing time can affect the outcome of a match, so not adhering to these guidelines can be considered a **sportsmanship foul**. If your opponent is extending your match time by not following these guidelines, respectfully point this out to the Team Captain of that team as soon as it occurs. Speak to your **Division Representative** and use the proper chain of command, if necessary. See the **Sportsmanship and Etiquette** section for more information.

23-Rule

During each match a team cannot have its skill levels exceed 23 points. **NO EXCEPTIONS.** If a team cannot field 5 players at 23 points (using their 5 lowest ranked players), then they must play 4 players and use the 19 point rule and forfeit the fifth match. A team playing fewer than five matches must show that it would not have exceeded 23 if the five matches had been played. See the **Official Team Manual** for more information.

Scorekeeping

Abbreviations to be used on scoresheet:

8OB 8 ON THE BREAK

8BR 8 Break And Run

8WP 8 Wrong Pocket

8OT 8 Out Of Turn

S08 Scratch On 8

9OB 9 On The Break

9BR 9 Break And Run

Doubling Up

Doubling Up will only be allowed during the 1st 4 weeks of a session. After the 4th week, NO Team will be allowed to Double Up.

Another option from doubling up is by playing a partial match and finishing the match at a later date. Just like a makeup match.

In the case that a team cannot field 5 players and both teams wish to play out the match, a team may play 1 player twice – also known as “doubling up.” In the event that a team doubles up, the following stipulations apply:

1. The opposing team must allow the other team to DOUBLE UP.
2. The opposing team gets to choose which player doubles up.
3. The player that is doubling up must play their first match during matches 1-3, and their 2nd match must be played the last match. **(THEY CANNOT PLAY IN MATCH 4)**
4. The skill levels still **CANNOT EXCEED 23.**
5. Performance points earned during a player’s second match will not count toward TOP GUN awards.

6. After the 4th week a team may play a player 2 times. 2nd match will still be considered a forfeit. This way all players still get to play and get matches in.

Time Outs and Coaching

During a match, the shooting player may take a time out and be given advice with their shot. Any member of the team may coach the player during their time out. A nonrated players and skill level 3 and under can receive 2 timeouts per game; a skill level 4 and above can receive 1 timeout per game.

Timeouts are restricted to 1 minute -- NO EXCEPTION! Time outs taking more than one minute can result in a sportsmanship foul. See **SPORTSMANSHIP/ETIQUETTE** section for more information.

Coaches must leave area of play once their minute is up. Once the coach leaves the playing area, the time out is over; a coach may not leave the playing area and then return to continue their coaching. **A coach may ask advice regarding the shot during a time out, but it must be from a member of the team, it must be done inside the area of play, it must be done out of hearing range of the shooting player and it still must all be done within the 1 minute time constraint.**

DO NOT CALL A TIMEOUT UNLESS YOU ARE POSITIVE THAT YOU HAVE ONE! DOING SO WILL RESULT IN A SPORTSMANSHIP VIOLATION!

Do Not pull balls out of pocket to demonstrate or measure with!

A coach can refuse a player's request for a time out, but a player cannot refuse a coach's call for a time out. During a time out, a coach **cannot mark or alter the felt in any way.** But because it is allowed in **World Pool Championships**, a coach may place a piece of chalk on the wood part of the rail to assist the player with their shot. See attached **DOUBLES GUIDELINES** for more information on time outs during a match in doubles format. See in the **OFFICIAL TEAM MANUAL** for complete rules on Time Outs and Coaching.

Bonus Points

Bonus points are awarded to encourage teams to comply with the Official Team Manual and local bylaws. Bonus points will be awarded for **1. complete and timely scoresheets , 2. full payment of dues and 3. marking defensive shots appropriately.** Teams will be awarded 2 bonus point in 8-Ball and 15 bonus points in 9-Ball for each requirement described above, for a possible total of 6 points in 8-Ball and 45 points in 9-Ball each week.

Teams may have the opportunity throughout the session of earning other bonus points by the League Operator for participation in player meetings, etc. Notices will be placed in team packets with information regarding these opportunities.

50% Rule

Once a team qualifies for Local Team Championships, **it must remain in the top 50% of the division standings** at the end of the session or it may lose its eligibility at the League Operator's discretion.

Forfeits

If a team fails to show up for League play, they will forfeit all points for that week's play. **Teams should be given 15 minutes from the scheduled start time to show up.** If a travel team gets lost their first time heading to a new location, then **a reasonable amount of time should be given to allow them to show up.** It is to the discretion of the opponent to wait for another player to show up, allow players to double up, or to take the forfeit points. A team is not required to reschedule a match with a team that does not show up for League play unless agreed upon before the start time. Teams taking a forfeit should inform the League Operator.

Teams receiving forfeit points must have at least five players present and be able to meet the **23-RULE** guidelines. Signatures must be included on score sheet as verification that a player is present, but the player may leave once they have signed. A completed score sheet with full weekly fees must be turned in at designated location on the scheduled night of play. Teams will receive applicable match points and bonus points for these matches.

FORFEITS IN THE LAST 4 WEEKS—Any team that forfeits 5 or more matches (This is not both formats 8-9 Ball combined) within the last 4 weeks will not be eligible for a Wild Card Draw for Playoffs. If a team is qualified for LTC's they will be heavily scrutinized and may lose their Qualification.

Byes

Byes are awarded when there are an odd number of teams in a division. Byes are worth eight points and applicable bonus points in 8-Ball and sixty points and applicable bonus points in 9-Ball. No score sheets need to be turned in and no fees are due. Team Captains are responsible for making sure their team members know when they have a bye. The League Office can fill the bye at their discretion.

Marking Pocket – 8-Ball

THE POCKET MUST BE MARKED WHEN SHOOTING THE 8-BALL WHILE PLAYING IN THE 8 BALL FORMAT – NO EXCEPTIONS! Not marking pocket will result in loss of game. You can mark your pocket with anything except chalk, weapons or money.

Fouls

There are two types of fouls, **SPORTSMANSHIP FOULS** and **BALL IN HAND FOULS**. **SPORTSMANSHIP FOULS** are ruled on by the League Operator after the proper chain of command has been used. See the **SPORTSMANSHIP/ETIQUETTE** section for more information.

A full description of **BALL IN HAND FOULS** can be found in your **OFFICIAL TEAM MANUAL**.

The following is a brief outline of **BALL IN HAND FOULS**:

1. The cue ball goes in a pocket, on the floor or otherwise ends up off the playing surface.
2. Failure to hit the correct ball first.
3. Failure to hit a rail after contact. (A pocketed ball counts as a rail.)
4. An object ball that is frozen on a rail, and declared frozen by the opponent, fails to hit an additional rail or pocket after contact.
5. "Scooping" the cue ball.
6. Receiving illegal coaching.
7. Illegal movement or contact with the cue ball at any time. (The cue ball is always live.)
8. If, during a shot, the cue ball does not touch anything.

Play should IMMEDIATELY STOP! if there is any question regarding the legality of a situation during League play and not proceed until a conclusion is agreed upon. If the Team Captains do not agree on how play should proceed, it is the responsibility of the team questioning the action to find clarification in the **Official Team Manual**. ***Play should not be altered if the rule cannot be found and proven.*** Consult your **DIVISION REPRESENTATIVE** and follow the **PROPER CHAIN OF COMMAND** outlined in the **SPORTSMANSHIP/ETIQUETTE** section, if necessary.

Masse and Jump Shots

Jump shots or masses are allowed only if the Host Location does not object to this type of shot. If rules are not posted in the bar, check with the bar manager to see if these shots are allowed. Jump shots can only be made with your regular game cue. You must use your regular shooting stick to jump a ball. No jump sticks or switching to your break sticks to jump.

Push Shots and Double Hits

- If the cue ball and the object ball **are touching**: Shoot the shot any way you like (within APA rules)
- If the cue ball and the object ball **are further than a chalk width apart**: shoot the shot any way you like (within APA rules)
- If the cue ball and the object ball are **within a chalk width apart**:
- If you shoot the shot with a LEVEL STICK, it may be called a foul (Ball in Hand to opponent)
- If you ANGLE THE SHOT with a level or elevated stick so that the cue ball and the object ball travel in different directions after contact : no foul will be called (Assuming all other APA rules of play are followed.
- If you elevate your stick to a 45 degree angle so that the cue ball does not follow the object ball after contact: No foul will be called (Assuming all other APA rules have been followed).

SEE ATTACHED FLIER FOR MORE INFORMATION ON PUSH SHOTS AND DOUBLE HITS

SPORTSMANSHIP AND ETIQUETTE

Sportsmanship

People join our League to have fun and it is difficult, if not impossible, to do so if players are not practicing good sportsmanship. Remember our motto:

"Have fun. Meet people. Play pool!"

Each player is expected to play their best game while accepting victory and defeat in a sportsmanlike manner.

Telling a player "great shot!" is acceptable, but cheering for your opponent to make a bad shot is not. **Two common violation of sportsmanship are conceding an unfinished game and breaking down your cue during play.** If you are experiencing problems with your cue or need to change out your cue, let your opponent know so that it is not misinterpreted as a forfeiture of the game. **Another example of poor sportsmanship is making any comments on your opponent's skill level.** This can be considered sharking and

SHARKING, IN ANY FORM, WILL NOT BE TOLERATED!

Etiquette Guidelines

1. Pay attention and be ready to shoot when it's your turn.
2. Avoid loud noises when your opponent is shooting.
3. Do NOT approach the table when it's your opponent's turn at the table. Step away from the table (out of your opponent's line of vision) when your turn is over.
4. Closely observe the "house rules." Many bars do not allow jump shots or masse shots. **House rules always prevail!**
5. Do not sit on the table.
6. No smoking over the table. No food or drinks on the table.

7. Do not use electronic devices such as cell phones or earphones at the table.
8. Don't break your cue down early; wait until the game is officially over. Breaking down your cue early may be interpreted as a concession of game. If your cue is malfunctioning, let your opponent know, so he/she doesn't think you are forfeiting.
9. Don't celebrate your opponent's misfortunes, and don't make excuses for your own.
10. If you lose, congratulate your opponent on their win.
11. Maintain a fun, light-hearted attitude.

Any complaints regarding sportsmanship should be submitted to the League Office in written form, including a detailed description of the event.

Proper Chain of Command

Most issues can be resolved between Team Captains using cool heads, common sense and the **Official Team Manual**. In the event that an agreement cannot be reached, use the proper chain of command for assistance.

(1st – the Division rep listed on your score sheet, 2nd – another BOG member, 3rd – your League Operator)

Remember! – Your Team Captain is the spokesperson for your team in these situations.

Know Your Board of Governors

BOG members have knowledge of topics that have been addressed by your league operators and by the APA National Office. Utilize their knowledge and experience when you need assistance.

Jack Aaron, Celestina Aguilar, J-Dawg Bergstad, Missy Harris, Eric Estrada, Garry Hill, Mike Hoffman, Sheryl Hunter, Melanie Lair, Steven Butler, J. Miller, John Pecina, and Diane Williams.

FINANCIAL INFORMATION

Team Fees

Teams fees may vary based on day and format of play and whether green fees are included. These fees are valid for any regularly scheduled matches, including forfeits and division playoff matches. Any team that falls two weeks behind in paying their teams' fees or membership dues will be sent a warning notice in their weekly packet. If the team does not become current upon receipt of the notice, they will be dropped from the League for nonpayment. The APA is not responsible for cash, we recommend all weekly dues be paid by check. Please make checks payable to the Heart of Texas APA. There will be a **\$30** charge for any returned checks. The League strongly recommends that teams pay fees by check or money order. Teams may pay with cash, but if a team, or any player (s), chooses to pay by cash the League will NOT be responsible for any lost fees, for any reason, including but not limited to, fees entrusted to opposing teams or Team Captains, theft, burglary at the Host Location. Checks and money orders should be made payable to Heart of Texas APA.

Cost of Play

Our current in-house locations have an arrangement with APA regarding table fees and these fees are included in each team's weekly playing costs. However, all of our bar locations currently require quarters to play on their tables during the match. When playing at these locations, the cost of the table will be split evenly between both players/teams, no matter who wins or loses and regardless of their handicap. All locations must treat visiting and host teams equally. Special deals cannot be accepted by a team at any location if it is not the same deal offered to the opposing team. APA has no control over table fees and other fees.

Past Due Amounts

***NO TEAM OR PLAYERS WILL COMPETE IN PLAYOFFS, TRI-CUPS OR LOCAL TEAM CHAMPIONSHIPS
IF THEY OWE PAST DUE MONEY.***

Players Fund

The Players Fund is maintained by your League Operators with a portion of weekly team dues. This fund is to be used for parties, awards, trophies and travel assistance for its players.

Players fund is also used for travel assistance for Las Vegas winners.

League will not pay out any money to players who win trips to Las Vegas unless they qualify in 2 or more tournaments during the same period. If a player does win a 2nd spot in a World Pool Championship, meaning they qualify for 2 tournaments, then the player will get the extra nights motel rooms if needed along with a check for the cost of their airline ticket.

Teams and players will have their Airfare and Hotel paid for before trip to Las Vegas by the League Operators.

League will pay all entry fees for Las Vegas tournaments.

League pays the following for each team:

- Airfare for all eligible players
- Hotel Room with 2 players to a room occupancy. If you don't want to room with another player or teammate then you will be responsible for booking and paying for your own room. Players will not be stuck out having to pay for a room just because you don't want to share a room.

TOURNAMENT INFORMATION

Division Playoffs

Weekly fees must be current for any team to enter in the division playoffs and or Tri-Cups. Teams are responsible for weekly fees during division playoffs. The League year is comprised of three sessions: Summer, Fall and Spring. At the end of each Session, teams compete in the End of Session Playoffs. In most instances, depending on the number of teams in the Division, the 1st place team in points does not play in playoffs and advances to the Tri-Cup. This rewards the 1st place team with essentially two (BYES) since they are exempt from the two playoff rounds.

Division Playoffs Qualification

Divisions with 14 or more teams:

- Overall points winner automatically qualifies for Tri-Cups
- 2nd-6th place teams and 1 Wild Card team will qualify for playoffs.
- The highest point team and final 2 teams in Division playoffs will qualify for the Tri-Cup

Divisions with 6-13 teams:

- Overall points winner automatically qualifies for Tri-Cups
- 2nd-4th place teams and 1 Wild Card team will qualify for playoffs.
- The highest point team and final 2 teams in Division playoffs will qualify for the Tri-Cup.
- Playoff teams will only play 1 playoff match

Divisions with 5 or less teams:

- No playoffs. Top point team will qualify for Tri Cups.

In a situation where the session ends with tied teams and exceeds the number of earned slots, then the tied teams will go through the tie breaking process to establish ranking and there will not be a wildcard drawing for the extra slots.

If a team earns a spot in 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 and green fees due for the session playoffs. The team is also subject to lose any qualification for Higher Level Tournament by not showing up or “throwing league matches or playoff matches are subject to suspension from the League as it will be considered an attempt to manipulate handicaps by not playing or running up innings. If a team does not show up for the session playoffs, another team may be scheduled to complete the playoff round at the League Operator’s discretion.

Players Playoff Eligibility

- New players must play six matches during the session before participating in playoffs.
- Established players must play a total of four matches.
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Qualifications to the local team championships are given at the League Operators discretion for sportsmanship and good, solid play. The League Operator reserves the right to revoke a team qualification, if necessary.

Tri-Cups

Tri Cups are held as a next-step after division playoffs for team advancement to the LTC. They are considered an early round of the LTCs and help keep the LTCs to a manageable size. Teams can earn spots into Tri-Cup in 2 ways.

- How do you qualify?
- Finish 1st in Overall Points in your division and you qualify for Tri Cups and these teams get a 1st round bye.
- Win your 1st match in the Division playoffs or finish in the last 2 teams in Division Playoffs and you will qualify for Tri Cups. (Division’s with 14 or more teams, have 6 teams in the playoffs, therefore you would have to possibly win 2 matches to qualify).
- Tri-Cups Playoffs are made up of teams from all divisions. The 1st round of the tournament consists of playoff teams. The 1st round is single elimination. All overall points champions will get a 1st round bye. After the 1st round the tournament turns into a double elimination and played out until we are down to 8 teams.
- Those 8 teams will qualify for the LTC’s for a trip to Las Vegas.
- Tri Cups will take place on a Saturday and Sunday for now.
- 8 Ball will be played on one weekend and 9 ball will be played the one weekend.
- We will run the Tri Cups within the 1st 4 weeks of the following session.
- Once a team qualifies for the LTC’s they will have to play in playoffs and Tri Cups in all future session’s if you are qualified for LTC’s already.
- If a LTC qualified team wins a 2nd or 3rd Tri Cup they are put in the drawing before LTC’s for any bye spots in the tournament.

- If a Team wins Tri Cups for the 2nd time, we will still qualify a 8th team to the LTC's. No team can get more than 1 spot in the LTC. So if a team wins a 2nd time, then we will go down the losers side "finals" and qualify the team that finished highest in rankings in regular league play to the LTC's. If 1 or more teams finished the session tied in standings (2 overall points winners or 2 3rd place teams etc, then there will be playoff for the LTC spot.
- Awards will be awarded to all Tri Cup winners. If a player is ineligible for this tournament, they will not get an award.
- All Tri Cup qualified teams must remain active in the next session and keep at least 4 original players from the qualified team to remain active as a team.
- All players qualified for Tri Cups or LTC's must remain active in the League to be eligible to play in the Tri Cups.
- Players can still switch teams at the end of the session. All teams can also make any changes to their team. If a player plays with their original team they qualified with in the new session, they can still change teams in the 1st 4 weeks. But they cannot switch to a team within the same division.
- Your team in Playoffs and Tri Cups will consist of all of the players from the session you just played.
- Only overall points winners or teams that win Tri Cups more than one time will be eligible to draw for byes in the LTC's.

Tri-Cup Eligibility

- New players (members with less than 20 lifetime matches at the beginning of a session) must play six matches during the session before participating in Tri-Cups. Keep in mind. At the end of the Spring Session all players must have at least 10 matches played by the end of the session to be eligible for LTC's.
- Established players must play a total of four matches.
- Your roster can change at the end of the session. You do not have to keep your same team after the end of a session to play in Tri-Cups. You must keep 4 original players on your roster to stay qualified for Tri-Cups. Your end of session roster will still be your Tri-Cup roster. No new additions will be allowed to play in the Tri-Cup. All Tri-Cup qualified players must be on an active team roster to play in the Tri-Cups. Players cannot drop out of the league and still play in the Tri-Cups.

Local Team Championships

The Local Team Championships is an areas highest level team tournament. The winners of this tournament advance to the **National Team Championships** held in Las Vegas. Once a team has qualified for the LTCs, it must remain active for the remainder of the League year. A team that qualifies from the Summer session must continue to play through the Fall and Spring sessions. A team that qualifies from the Fall session must continue to play during the Spring session. Once a team qualifies, it must remain in the top 50% of its division standings or it may lose its eligibility at the League Operators discretion. Your Spring session roster will be your LTC roster. All players who are qualified for the LTC's or Tri Cups must be on an active roster to compete in the LTC's or Tri Cups. Players cannot drop out of the League and still play in the Local Team Championships or Tri Cups.

Local Team Championships Eligibility:

New players (members with less than 20 lifetime matches at the beginning of the session) will not be able to play in LTCs with less than 10 matches total, 6 within the last session, and be on the spring roster of the team. New members in Spring Session must have 10 matches by the end of Session. Established players must play a total of four matches in the spring session and be on the spring roster of the team. A qualified team must keep at least 4 original members on their team to maintain their eligibility.

World Pool/Poolplayers Championships

ALL PLAYERS PLAYING IN ANY World Pool/Poolplayers CHAMPIONSHIPS, IN ANY FORMAT, WILL BE REQUIRED TO PLAY IN THE NEXT LEAGUE YEAR'S SUMMER SESSION. If a team or player does not go to Las Vegas to participate, then their travel assistance fund will remain part of the players' fund. Any player receiving Players Fund money for Las Vegas and does not go, will have to return all money for deposit back into the Players Fund.

League will pay for all player Airfare and lodging for the World Pool Championships. If you qualify on more than 1 team you will receive compensation for the average cost of the trip for the 2nd qualification. League Operators will book flights. Players may change their flights to fit their needs if necessary.

Trophies

- Overall points winner for each division
- **Team MVP**-Voted by members of your team at the end of each session.
- **Top Gun**-players with the best win percentage in each skill level tier will win an individual trophy for each session, in each division. A player must play at least half of the session to be eligible.
- 9-Ball-SL 1-3 Green Tier
- 9-Ball-SL 4-5 White Tier
- 9-Ball-SL 6-9 Black Tier
- 8-Ball- SL 2-3 Blue Tier
- 8-Ball -SL 4 Yellow Tier
- 8-Ball-SL 5 Red Tier
- 8-Ball-SL 6 Orange Tier
- 8-Ball SL 7 Purple Tier

CLOSING REMARKS

The Heart of Texas APA is happy to have you as a member and strives to provide a way for you to play pool, increase your skill and have a lot of fun in the process. We are happy to answer any questions and assist you in solving any problems you may have – don't hesitate to call us.

HAPPY SHOOTING!