Blue Ridge APA Local Bylaws
Office Hours: Monday – Friday 12:00pm – 9:00pm
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Welcome to the American Poolplayers Association! In order for us to enhance your enjoyment and the service of the League, we must enforce local bylaws, which are designed to allow smooth operation of the local League. Read these bylaws carefully and keep them in your team packet. Breaking these rules could cost you a playoff spot or a chance to advance to a Higher Level Tournament. These local bylaws, approved by the American Poolplayers Association, are a secondary source of information created in accordance with and in addition to the ***Official Team Manual***.

I. GENERAL POLICIES AND PROCEDURES

Members of the APA:
Only current APA members are allowed to play in the League. Annual membership dues of $25 are due the first night a player plays or by the fourth week of the session, whichever occurs first. Unpaid players will receive zero (0) points. The team will also lose bonus points for incorrect dues. Once rosters close, teams will be charged the annual membership fee for any members listed on the roster that have played, but not paid annual membership dues. APA members can join or renew online (www.poolplayers.com). There will be a $5 late fee applied to each player that does not pay the annual membership fee before rosters close.

If a player on your team has been banned from a Host Location, then the team must play at that location without that banned player. The APA League has no right to insist a Host Location admit this player.

Age Requirements:
You must be at least 18 years of age in order to be a member of the APA. Some Host Locations in the local Blue Ridge APA Pool League do not allow anyone under the age of 21. Members between the ages of 18 and 20 are not allowed to play in these locations – and teams should build a roster that supports being able to play in Host Locations without having to rely on underage players. No one under age 18 will be permitted to play without permission from League staff – and only if they turn 18 during the first four weeks of the session.

Team Fees:

Weekly Team Entry Fees should be paid to Blue Ridge APA. There will be a $25 fee for any returned checks, plus a loss of bonus points. Any team that falls two weeks behind in paying their team fees or membership dues will be sent a warning notice. If the team does not become current on fees upon receipt of the notice, then they are subject to being dropped from the League for non-payment. Weekly team fees are a set rate per week and include all forfeits, hardships, and playoff matches.

- Full 8-Person Roster 8-Ball and 9-Ball team fees are $40 per week per team including forfeits and division playoffs.
- Masters division team fees are $30 per week per team including forfeits and division playoffs.
- Ladies-only 8-Ball team fees are $24 per match (times two matches = $48) including forfeits and playoffs.
- All Doubles 8-Ball team fees are $20 per week per team including forfeits and playoffs.

If a member of a team is past due on membership dues or fees and has an outstanding debt with APA, he or she will not be permitted to participate in Higher Level Tournaments of any kind, including Playoffs, Tri-Cups, World Pool Qualifier (WPQ), or the World Pool Championships.

Weekly Paperwork – Scoresheets and Membership Applications:

Each Team Captain should collect all fees/dues and membership applications in addition to thoroughly filling out the fees section of his/her team's scoresheet. The scoresheets and fees/dues should be placed in the team envelope (provided by the League Office) and delivered to the designated drop location for your division immediately following the match for in-house divisions or by 7:00pm the following day for traveling divisions (even if your match is not finished because you have a make-up scheduled for a later date). Designated drop locations will be made known to all teams prior to the start of each session.

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2 ***Player ID:***

3 Players must be able to show a valid picture ID to the League Operator or any team member at any time. Teams that play a player under a false name will receive 0 points for the night and will be at risk of suspension from the League. The opposing team will receive all points lost by the offending team plus extra bonus points for any match involving an illegal player. Ask for IDs prior to play.

Falsification of Scoresheets:

Any team caught sandbagging, putting up an illegal player, or sending in falsified scoresheets will be subject to penalties handed down by the League Operator, which may include being dropped from the League.

Roster Changes:

Rosters close after the fourth week of the session for established divisions and after the sixth week for new divisions. The League Operator, under extenuating circumstances, has the authority to permit some changes after rosters close. For example, if a team member moves out of the region unexpectedly or has a scheduling conflict due to a change in their job (creating a true hardship for the team's survival), then a replacement player can be added to fill that slot on the roster. As the APA ***Official Team Manual*** states, "Teams do not join this League to get forfeits; they join because they want to play. The APA appreciates your understanding of this exception."

If a team adds new players to the roster on the night of a match, the team must notify the opposing team that roster changes are being made prior to the start of the team match – or at the time that new players are acquired, in the event changes are happening during the match. Failure to do so could result in loss of bonus points. While rosters are open, there is some leniency here for players that have already established skill levels.

Start time:
League play will begin at 7:00pm for all evening divisions, even if only one player from the team is present. Play must be continuous; otherwise, forfeits will be awarded to the team with players present. There is no "grace period" in between matches once play has begun.

- Ladies division starts at 1:30pm on the second Sunday of every month (unless specified otherwise on the schedule).
- 8-Ball Doubles daytime division starts at 12:00pm on Friday afternoons / Happy Hour 8-Ball Doubles division starts at 7:00pm on Friday evenings. **PLEASE NOTE THAT THE WINNER OF THE COIN TOSS FOR 8-BALL DOUBLES WILL CHOOSE WHICH TEAM PUTS UP FIRST IN THE SINGLES MATCHES ONLY.**
- Saturday 8-Ball and 9-Ball divisions start at 12:00pm

Match 1 of the 5 matches for the night will be forfeited if no player is present to shoot within 15 minutes of the League start time. Match 2 of the 5 matches for the night will be forfeited if no player is present to shoot within 30 minutes of the League start time. The entire team match will be forfeited for the night if no player is present to shoot within 45 minutes of the League start time.

Masters Match Times:
The Masters format takes place at the same time as the Tuesday Arden 9-Ball division. 9-Ball matches cannot be held or delayed due to put ups for Masters matches, nor can a Masters player compete in a 9-Ball match at the same time as a Masters match (playing on two tables at once). 9-Ball matches will ALWAYS take priority over Masters matches, as these matches involve rosters of up to 8 people and the matches scored have an impact on handicap skill levels. Non-compliance will result in a match (or matches) being forfeited.

Doubles Divisions:
3-person rosters are permitted for all doubles teams; however, only 2 members of the roster will qualify for competition in Las Vegas. The 2 members qualifying for Vegas will be the only 2 members permitted to play in the local World Pool Qualifier event. Teams will play scotch doubles, meaning teammates will alternate shots and NOT alternate turns. Skill level limit is 10 until rosters close. After rosters have closed, there is room for skill level movement up to 12. If a team wins a Division Playoff as a combined skill level 12, then the team does not have to change the roster. Each team will be permitted one make-up match per session, if permission is requested and then granted by local League staff.

Masters Divisions:

- **Up to two team members can each have an *individual combined format skill level of 15 or above (8-Ball skill + 9-Ball skill level = 15 or* above). The other team members must have an *individual combined format* skill level 14 or below.**
- **If a player has an established 8-Ball skill level of 7 and no established 9-Ball skill level ~~ OR ~~ has an established 9-Ball skill level of 8 or 9 and no established 8-Ball skill level, then they will automatically be assigned an individual *combined format* skill level of 15.**
- **If a player does not have an established skill level in either format, then they will automatically be assigned an *individual combined format* skill level of 15.**
- **If a team member's *individual combined format* skill level goes up from a 14 to a 15 after rosters are closed for the session, then the team will be allowed to keep that player on the roster until playoffs have been completed.**
- **If a team wins playoffs to advance to the WPQ, then the team will be allowed to keep the same roster until after WPQ; however, a player ranked 14 and below must play a minimum of 50% of the session.**

Forfeits:

If a team fails to show for a match, then the opposing team (providing 5 players are present and listed on the scoresheet) will receive the following points, if all paperwork is completed and fees and dues are up to date:

- 8 points + 3 potential bonus points in the 8-Ball format
- 60 points + 15 potential bonus points in the 9-Ball format
- 15 points + 3 potential bonus points in the Master's format
- 4 points + 1 potential bonus point in the Ladies-only 8-Ball format
- 4 points for the doubles match and 2 points for each individual match + 2 potential bonus points in the 8-Ball Doubles format

Teams that do not show up for two weeks during a session will be considered dropped from the League and a new schedule will be issued. Dropped teams or any suspended player will forfeit all benefits, trophies, awards, and prize money. **If a team drops out before the session is over, matches played will stand and 50% of the weekly team fees for the remainder of the session will be owed.** If a team forfeits one or more individual matches, it is still responsible for the full amount of weekly dues. Teams that forfeit 3 or more individual player matches in the last week of play will NOT be eligible for Playoffs or the Wild Card drawing.

1 ***Bonus Points:***

2 3 bonus points in 8-Ball, 15 in 9-Ball, 3 in Master's, 2 in Doubles, and 1 in Ladies will be awarded each week for teams that have their team packets with completed paperwork and all relevant dues to the drop off location by the appointed date and time for your division unless prior arrangements have been made with League staff. If your team owes any type of monies, you will not receive bonus points. You must also give your opponents a star sportsmanship rating of 1 (very poor sports) through 5 (outstanding good sports) in order to receive bonus points. There will be no exceptions.

Scoresheets must be completed, including signatures from both teams, player names and numbers filled in, match points and innings totaled at the end of each match, and errors accounted for in 8-Ball matches.

During playoffs, bonus points are not awarded; however, failure to complete your team's scoresheet properly based on the guidelines in the previous two paragraphs will result in NO bonus points on the first night of the new session.

Hardship ***Rule:***

If a team is unable to field at least 5 players due to LACK OF ATTENDANCE, then they may be allowed to invoke the "hardship rule," which allows for teams to put up a player a second time in a match with the following conditions: A team has the right to play the hardship rule if and only if fewer than 5 players are present. A team does not require permission from the opposing team or League staff in order to play a hardship.

A.) The opposing team selects which player will be put up a second time, so long as the selected player will keep the team under the 23-Rule. Moreover, the team who is short players must prove that they have another player on their roster who is not present, but could have legally played within the 23-Rule. If they do not, they must forfeit the last race. For example, a team has 6 people on their roster with listed skill levels of 6, 6, 5, 4, 4, & 3. On this particular night they have only 4 players show up and play…6, 6, 5, & 3, which equals 20. Having the 3 play again would add up to 23, allowing them to use the hardship; however, had one of the 4s been present ***instead*** of the 3, then the team would have to forfeit the last match of the night because they would violate the 23-Rule.

B.) The rule cannot be invoked when the other team is going to forfeit. Players can only be put up a second time to play against an opponent – not to gain forfeit points for your team.

C.) If both teams wish to call on hardship to complete the team match they may do so, but both Team Captains must agree to it. The team whose turn it is to put up a player in the hardship match (team "A") will have their opponents (team "B") select a member of the put-up team (team "A") to play the hardship match first. Then, team A will get to respond to by selecting a member the opposing team (team "B") to play the hardship match.

D.) Each team is allowed to use the hardship rule only once per night and only five nights per session. The team must declare the need for invoking the rule at the time of potential forfeiture of a match (if not sooner). Should a member of your team arrive in time to play a match instead of the team having to play a hardship, then the team may revoke the need for a hardship. The "hardship rule" is for regular session play only. It cannot be used during Playoffs or any Higher Level Tournaments.

E.) If a team has 5 or more players present at a match who in any combination would violate the "23"-Rule, then they have to play 4 players and FORFEIT the 5th match point. IN ALL CASES, a team must play only the combination of players that proves that they could legally meet the "23"-Rule. If there is no such combination on their entire roster, including both absent and present players, then they are allowed to play four players to 19 and then forfeit the last race, per the ***Official Team Manual***.

F.) No one from the team who is missing players is allowed to leave the Host Location before the "hardship shooter" is chosen without first notifying the opposing Team Captain with a legitimate reason, such as . if they must report to work, if they have fallen ill, or if they cannot be chosen to play the hardship because of the "23"-Rule.

G.) LADIES 8-BALL MONTHLY ALTERNATE FORMAT: Because ladies teams play two matches every time they meet to play, a team is allowed to play two hardships in one day (one per match), if necessary. This will count as ONE of the five hardships allotted for the session. The two opposing teams that are selecting hardship players should confer with each other, as they must choose two different players for the hardship matches in order to avoid one player having to play a potential of four matches in one day.

H.) MASTERS FORMAT: If a Master's team must play a hardship due to having only 1 or 2 players present, then they must either select one of the players ranked 14 or below or forfeit a match instead of playing a hardship.

Bye Matches:

Byes are worth 10 points in 8-Ball, 65 points in 9-Ball, 6 points in 8-Ball Doubles, 6 points in Ladies, and 14 points in Master's. No fees are due. Bye points will not be awarded during the first two weeks of any session while new teams are potentially still being added to the schedule. If a Bye is filled, then make-up matches will be required for the weeks that were missed by the new team filling the Bye. If a team drops out creating a Bye in the division, then all matches played to that point will stand and all efforts will be made to fill the Bye.

Rescheduled Matches:
When the ***Official Team Manual*** refers to rescheduled matches, it is referring to a full team make-up for the entire night and not a partial make-up for the last individual match or two. Individual match make-ups are allowed only with advance permission from local League staff and only if there is an emergency situation. Blue Ridge APA has also created the previously mentioned hardship rule as an alternative way to assist teams in avoiding forfeits.

Make-up matches of any kind that are granted by the local League Office must be made up within 2 weeks of the original date scheduled. If not, then any un-played matches will be forfeited.

Equipment:
Only table equipment provided by the Host Locations will be used for League play. This includes, but is not limited to: cue balls, racks, and billiard balls. The only exception is with regard to the cue ball: a personal specialty cue ball may be used for individual matches ***IF and ONLY IF*** both players shooting against each other in an individual match agree. Personal cues for regular play and break cues are allowed, as are personal bridges – specialty cues such as jump cues are not allowed except in the Master's Division. Breaking down your cue prior to the end of a game does NOT constitute a forfeit of that game.

Cell Phones, Headphones, Earbuds, etc:
Players may wear any form of headset, including cell phone earbuds, iPod headphones, or bluetooth devices during regular weekly League play, local division playoffs, and Tri-Cups. Players may also use cell phones, but are not allowed to delay a match or disrespect their opponent with excessive cell phone use. ALL FORMS OF TECHNOLOGY are PROHIBITED while shooting during Higher Level Tournaments.

Smoking Policy:
Smoking is not permitted in any Host Location that is not a designated "cigar bar" or similar private club under North Carolina law passed January 2, 2010. Players are not permitted to delay a match or pause League play for a cigarette break. All smoking must take place prior to a player being called to the table for a match or after the match has ended.

Inclement Weather Policy:
Snow, sleet, icy roads, extremely low temps. If matches are to be canceled or a schedule changed due to hazardous weather conditions, then the League Operator will notify the Division Reps who will, in turn, notify the Team Captains, who will be responsible for informing their players. League staff will make every effort to make a decision regarding weather-related cancellations by 4:00pm on the day of League play. All weather-related changes to the schedule will be posted on the local Web site, www.blueridgeAPA.com and our Blueridge APA Facebook page.

If hazardous weather conditions are expected, then one of three things will happen relative to League play that day:

A) APA staff will cancel League play altogether for that night
B) APA staff will postpone League play and matches will resume the following week with the match that was postponed due to inclement weather
C) APA staff will implement "limited League play," meaning play will take place as scheduled, but teams will be granted make-ups, encouraged to split tables, and permitted to use the hardship rule without it counting against your allotted five for the session

Miscellaneous:
You are encouraged to enjoy the fare available at the Host Location – and make sure you tip your servers well. Please do not bring any food and beverage into a Host Location without permission. Most locations do offer free table time for League members during League play; however, if there is a green fee for the tables, then the cost should be split evenly between both players, no matter who wins or loses and regardless of their handicap.

These local bylaws do not apply to Higher Level Tournaments and are valid only within the Blue Ridge APA pool league. They are designed to supplement the ***Official Team Manual,*** which details the national rules and guidelines. Bylaws are revised once per year and will be provided in every team envelope, as well as on the Blue Ridge APA Web site, for all members to access.

II. SPORTSMANSHIP

Sportsmanship Violations:
Any player or team receiving more than two formal sportsmanship violations within the same year may be dropped from the League. Dropped teams or any suspended player will forfeit all benefits, trophies, awards, and prize money. Sportsmanship violations include, but are not limited to: sharking, abusive language, sandbagging, delay of game, inappropriate physical contact, arguing League rules and policies, booing a team or cheering for missed shots or scratches, and intentionally crowding the play table. Teams must stay clear of the play table, giving room for players to shoot, or face a possible team sportsmanship violation.

The chart below provides some basic guidelines for sportsmanship violations and penalties. The League office will have full discretion over what penalties might be assessed for a player or a team and may consult with the Board of Governors, consisting of all division representatives, to determine the specifics of an allegation or penalty. Any member who is suspended from the Blue Ridge APA may appeal to the Board of Governors within one week of suspension. If the appeal is denied, then the player must serve out a minimum of 50% of the suspension sentence before submitting a request to the Board of Governors for the appeal to be overturned.

INFRACTION	FIRST OFFENSE	REPEAT OFFENSE
Arguing Rules & Policies	Warning letter	30-Day Suspension
Verbal Abuse (includes excessive profanity)	Warning Letter to a 30 – 60 Day Suspension	60 – 90 Day Suspension
Sharking	Warning Letter to a 30 – 60 Day Suspension	60 – 90 Day Suspension to a 1-Year Suspension
Manipulating Scoresheets	Warning Letter to a 1-Year Suspension	30 Day Suspension to a Permanent Suspension
Threatening Remarks, Threatening Behavior	Warning Letter to a 1-Year Suspension	30 Day Suspension to a Permanent Suspension
Throwing Objects, Breaking Objects	60 – 90 Day Suspension	1-Year Suspension to a Permanent Suspension
Discrimination (based on race, ethnicity, class, gender, sexual orientation, or religion)	Suspension (length to be determined by due process) to a termination of Membership by the American Poolplayers Association	
Physical Fighting or Other Physical Contact	Suspension (length to be determined by due process) to a termination of Membership by the American Poolplayers Association	
Theft of Pool Cue and/or Equipment	Suspension (length to be determined by due process) to a Termination of Membership by the American Poolplayers Association	
Fraud – Impersonating another player or intentionally putting up a player under false pretense	Suspension (length to be determined by due process) to a Termination of Membership by the American Poolplayers Association	

BOG – Division Representatives:
Each division has an APA member that serves as a volunteer Division Representative. The role of the Division Reps is to assist players with questions about rules, policies, and special events. They also serve as referees during local tournaments and advocates on our Board of Governors, which exists to handle policy changes, player complaints, and sportsmanship violations. The name and number of your Division Rep is listed at the top of your scoresheet.

Disputes:
Any minor disputes during a game should be resolved by the two players and not by the coaches or Team Captains. If the two players cannot settled the dispute among themselves, then contact the Division Rep to request advice or clarification. We strongly urge players to resolve disputes themselves in the spirit of "Good Sportsmanship." Disputes not resolved prior to the end of the match should be submitted in writing to the League Office within 48 hours of the match.

"WATCH THE HIT":
If there is the potential of uncertainty regarding whether or not a player is about to make a good hit on the object ball, then play should be paused prior to the shot being taken. Once play has been paused, a third party observer must be called as a referee to the table to watch the hit. If your Division Representative is available, have him or her watch the hit. If he or she is not available, then have a neutral third party observer from another team watch the hit. The observer must be a current member of the Blue Ridge APA. Whatever the third party observer decides will stand.

** Please note that if you choose to wear headphones or earbuds during a match, then you are responsible for hearing when a timeout is called or when a pause in the game is called for a referee.*

III. TOURNAMENT OVERVIEW

DIVISION PLAYOFFS AND TRI-CUPS:

DIVISION PLAYOFFS:
Playoff and Tri-Cup Structure for divisions of 8 or more teams:
3 TEAMS WILL QUALIFY FOR THE TRI-CUP TOURNAMENT. The first place points team will automatically qualify for the Tri-Cup. Division Playoffs will consist of 2nd, 3rd, and 4th place teams, and a Wild Card team (to be determined by draw from the remaining teams in the division during the end-of-session Wild Card party). The 2nd place team will play the wild card team and the winning team will advance to Tri-Cup. The 3rd place team will play 4th place and the winning team will advance to the Tri-Cup; therefore, 3 teams will advance to the Tri-Cup from a division of 8 teams or more. Division Playoffs will take place over the course of one week (as opposed to two weeks in previous years).

Playoff and Tri-Cup Structure for divisions of 7 or fewer teams:
2 TEAMS WILL QUALIFY FOR THE TRI-CUP TOURNAMENT. Division Playoffs will consist of 1st, 2nd, 3rd, and a Wild Card team (to be determined by draw from the remaining teams in the division during the end-of-session Wild Card party). The 1st place team will play the wild card team and the 2nd place team will play 3rd place team. The two winning teams will advance to the Tri-Cup; therefore, 2 teams will advance to the Tri-Cup from a division of 7 teams or fewer. Division Playoffs will take place over the course of one week (as opposed to two weeks in previous years).

Playoff and Tri-Cup Structure for divisions of only 4 teams:

The first place points team will automatically qualify for the Tri-Cup. The 2nd place team will play the Wild Card team, the winner of which will advance to the Tri-Cup.

MASTERS:
The playoff structure will remain the same as years past with two weeks of playoffs. Under this structure, three teams will qualify for WPQ (one per session). The fourth team to qualify for WPQ will be determined either by a Wild Card drawing of eligible teams still active in the Spring session that played in a previous playoff, but did not advance, or by a drawing of existing teams that register for the following Summer session (if no previous playoff teams are eligible for a Wild Card drawing).

- **The members of the winning Masters WPQ team will each have the opportunity to select one of two prizes of equal value: a stipend to play in Mini-Mania during the World Pool Championships *OR* a stipend to play in the Derby City Classic.**

LADIES-ONLY 8-BALL:
Under this playoff structure, two teams will qualify for WPQ during each of the two sessions per league year. The first place points team from both sessions will automatically advance to WPQ. Division playoffs will consist of the 2nd, 3rd, and 4th place teams, and a wild card team. The 2nd place team will play the wild card team in the semi-final round. The 3rd place team will play the 4th place team in the semi-final round. The two winners of the semi-finals will play each other in a final playoff match to determine the division playoff winner and advance to WPQ.

APA WORLD POOL QUALIFIER (formerly the Local Team Championship):
Brackets for the final World Pool Qualifier weekend event will be modified single-elimination (same as at the APA World Pool Championships in Las Vegas). Approximately 21 teams in the 8-Ball format will qualify for the final WPQ weekend event; approximately 16 teams in the 9-Ball format will qualify for the final WPQ weekend event. Brackets for Masters, Ladies, and Doubles 8-Ball will be single-elimination for the four teams from each format competing in the WPQ. BRACKETS for all teams in all divisions will be drawn in public during the mandatory Team Captains meetings for all WPQ qualified teams.

Once a team has qualified for the WPQ, it must remain active for the remainder of the League year. For example, a team that qualifies from the Summer session must continue to play during the Fall and Spring sessions; a team that qualifies from the Fall session must continue to play during the Spring session. Additionally, once a team qualifies for WPQ, it must remain in the top 50% of its division's standings until the WPQ or the team will be heavily scrutinized, potentially penalized, and/or risk a loss of eligibility for WPQ.

The Team Captain and Co-Captain from each qualified team is required to attend the Team Captain meeting prior to round one. WPQ registration forms must be completed (signed by every eligible member of the team) and submitted at the beginning of the Team Captain meeting. A fee of $25 will be charged to each team that does not attend the meeting, attends the meeting late, or does not have their Team Certification Form completed and turned in at the beginning of the meeting. Teams will be selected for slots in the bracket based on a blind draw conducted during the required Team Captain meeting.

SPORTSMANSHIP CUP:
Any Blue Ridge APA member who receives a Sportsmanship Award during the current League year and remains active on a roster will be invited to participate in the Sportsmanship Cup Tournament, the winner of which will receive a travel stipend of $675 (to assist with airfare and 3 nights lodging) to participate in Mini-Mania events during the APA World Pool Championships.

IV. AWARDS AND RECOGNITION PROGRAM:

Awards:
Medals will be awarded to teams that finish their division in first place during regular session play. Plaques, trophies, or tee-shirts will be awarded to all team members that win Division Playoffs and/or Tri-Cups. Trophies will be awarded to teams that win WPQ to advance to APA World Pool Championships. Additionally, trophies will be awarded to Sportsmanship Awardees and MVP winners.

Weekly Patch Program:
Players can earn performance based patches during weekly League play if certain criteria are met and the patches are marked correctly on the scoresheet, either in the patch columns or in the message center at the bottom of the scoresheet. Patches NOT marked on the scoresheet will not be given out retroactively.

> Rackless (8-Ball only – must win the lag and the match cannot include an E8, S8, or WP), 8 on the Break, 8 Break & Run, 9 on the Snap, 9 Break & Run, Mini Slam patches, and "I Beat the LO".

We also award patches to our MVP winners, Sportsmanship winners, Certified Scorekeepers, Division Representatives, and Team Captains that attend the respective annual tournaments held in their honor.

APA World Pool Championships Travel Assistance:
The winning teams that advance from the WPQ to the APA World Pool Championships will be required to play in the next League year's Summer session. They will receive Travel Assistance Monies and will be responsible for booking their own airfare and hotel lodging by mid-July. Teams that accept the travel assistance will be required to attend the APA World Pool Championship and play at least one full match. If not, all prizes and monies will be forfeited and returned to the Blue Ridge APA. Travel Assistance consists of a stipend of $425 towards a plane ticket and $45 per night of lodging for each player on a team attending an APA World Pool Championship event. The local League Office will pay for your team's entry fees at Championship events. All other travel related expenses, such as luggage fees and ground transportation, will be the responsibility of the members of the team.

World Pool Qualifier Runners-Up:

The 8-Ball and 9-Ball teams that place second in WPQ will be entered by your League Operator into the regional event Carolina Classic Invitational in Charlotte, NC. The Masters and Ladies teams that place second in WPQ will be entered by your League Operator into a regional US Amateur Championship qualifying tournament. Entry fees will be paid by the local League Office; however, travel expenses will be the responsibility of the team. If any Blue Ridge APA member entered into the USAm as a WPQ runner-up wins a regional and advances to the national event in Florida, then the local League Office will pay the entry fee into the national event.

Refusal to Do Business:

At any time, at the sole discretion of the League Operator, Blue Ridge 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.

Good Luck, Good Shooting, and Good Sportsmanship!