



SW Dallas APA Bylaws

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

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. All revisions and rules may be overridden at the League Operator's discretion.

OFFICE HOURS - are 9:00 am – 5:00 pm Monday through Friday. If no one is available, please leave your name, phone number, team number and a brief message and you will be contacted as soon as possible.

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.

Right to Refuse Business - SW Dallas APA reserves the right to refuse to do business with anyone or any location for any reason. Those who are refused business may petition other APA Leagues for membership but are not welcome in this League. This will typically be used for individuals that are disruptive to the League, constantly complain or deride the League in public.

LEAGUE PLAY START TIME - is at 7:30 pm on weekdays, unless otherwise specified. Play will begin on time **even if only one player from a team is present**. Play must be continuous or forfeits will be awarded to the team that is present.

APA MEMBERSHIP DUES - are due the **first night a player plays**. If a player has not paid their APA membership dues by the 4th week of play they will be removed from the team's roster. If a team allows someone to play that has not paid their APA Membership Dues **the team will be subject to loss of the bonus points, as well as any points in which that person received for the played match**.

AGE REQUIREMENT - The age requirement to join the APA is 18 years old. If you have someone on your team that is under the age of 21 it will be the responsibility of the **TEAM** to make sure the establishment knows that individual is under age. If the Host Location does not allow that individual in their establishment they will have to leave and will not be allowed to play that night.

LEAGUE FEES - **The weekly fees are \$45.00** for 8-Ball, 9-Ball teams. All team fees are **due regardless of how many players actually play**, including forfeits, and division playoffs. Fees for playoffs are the same as weekly team fees. **All team fees must be current and paid before the wild card draw, failure to do so will result in the team losing ELIGABILITY FOR THE WILD CARD DRAW**. All Weekly Team Fee envelopes are to be placed in the designated lock boxes at the drop-off location and are NOT to be left in the team packet. It is the Team Captain's responsibility to make sure the weekly fees are paid to the League Office by 7:00 pm the day after the scheduled match.

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 Office **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, or burglary at the Host Location. Checks and money orders should be made payable to NW Dallas APA. There will be a \$35.00 charge for any returned checks, plus loss of the Bonus Points. Checks returned from the bank for any reason must be picked up within 30 days or they will be turned over for collection. Once a bad check has been received from a player, the League Office reserves the right to refuse that individual's check in the future.

Team Captains should not accept checks from anyone who is not an active member of their team. That team member's name should be preprinted on the check or the Team Captain should not accept the check.

Teams that play a player who owes the League past due fees **will be subject to loss of their bonus point(s), as well as loss of points for the match in which that person played**. (Players who owe the League fees will print on the score sheet with dollar signs beside their name, and are not eligible to play until the past due fees are paid.)

Any team owing the League fees after the last week of the session WILL NOT BE ELIGIBLE to play in the playoffs or a higher level tournament...regardless of their standings!

ADDING NEW PLAYERS – Players wishing to join a team must have a membership application and membership dues in the envelope the **first night they play**. Add the new member's name to the score sheet, and the word "ADD". Teams that play an unpaid player will lose all points for the night and will not be eligible to receive bonus points until the player is a paid member. Teams may add or drop players from the roster at any time during the session EXCEPT when there are less than 4 weeks of play left in the session. After the 4th week of play a team must have League Operator approval before adding a new player to their roster. On very rare occasions of

exceptional circumstance, the League Operator may grant a team permission to add a player to its roster with less than 4 weeks of play in the session. Teams adding players past the 4th week of any Session should pay careful attention to the following rule regarding "Starting Skill Levels for New Players" in the Official Team Manual. Once a player is dropped from a roster that player may not be added back to the same team's roster within the same session without League Operator approval.

Teams that are eligible to participate in the World Qualifier cannot make ANY changes to their Spring Session roster after the 4th week of the Spring Session. Changing the team rosters after the 4th week will result in that team losing their qualification to the APA World Qualifier, this is a National Rule; NO EXCEPTIONS.

BONUS POINTS - Two (2) bonus points will be awarded in 8-Ball; (10) bonus points in 9-Ball, if the following criteria is met.

- Each team must fully and legibly complete the team's score sheets and collect all fees due for the week. The fees must be placed in the lockbox at the drop-off location and NOT left in the team packet. **The full team number must be written on the Weekly Fee Envelope.**
- The VISITING team is responsible for picking up BOTH teams' packet's, **each team will be responsible for making sure that their own team packet is at the drop off location** no later than 7:00 p.m. the day after the team's scheduled match. If the home team allows the visiting team to return their packet and the visiting team fails to drop off the packet on time, the home team will also lose their bonus points. The same applies if the home team is dropping off the visiting team's packet and it does not arrive on time.
- Team Captains should initial the opponents scoresheet to verify that he/she has counted and verifies the opponent's fees.
- It is also permissible, though not required, for Team Captains to get their opponent to sign the fee envelope after it is sealed.

A team could lose Points if any of the following occur:

- Any check is returned and/or remains outstanding.
- The team or players have outstanding past due fees. (The League Office will always work with a team or player to collect past due fees).
- Play someone that is not an APA Member (has not paid their membership); the team will be subject to the loss of any points that were earned by playing a non-member.
- Cheating or misrepresentation of the facts or the scores for a match.
- Repeated sportsmanship violations.
- Observed and substantiated instances of sandbagging by a Handicap Review Board member, or the League Office.
- Instances of fighting, abuse (verbal or physical), and/or inappropriate conduct is found to be true with any individual within a Host Location.
- Any profanity or derogatory statements written on the score sheets will result in an automatic loss of the bonus points.

LOST SCORESHEETS AND/OR PACKETS - Team Captains should print out and keep two blank scoresheets for use in the event that the scoresheet and/or team packet are lost. Weekly scoresheets are available through member services and can be printed out by anyone that has a member services account. In the event of a lost packet, you are still required to turn in a scoresheet with the proper amount of League dues, including weekly dues and membership fees with completed applications.

ABBREVIATIONS: to better communicate game results, please use the following abbreviations:

- | | |
|-----------------------|-----|
| • Scratch on 8 | SO8 |
| • 8 Ball Wrong Pocket | 8WP |
| • Did Not Mark Pocket | DMP |
| • Early 8 | E8 |
| • 8 on the break | 8OB |
| • 9 Break and Run | BR |
| • 9 On the snap | 90S |
| • 9 Break & Run | BR |
| • No Defense Shot | NDS |

FORFEITS - If a team fails to show up for a match, the opposing team (providing 5 players are present) will receive 10 points plus 2 bonus points in 8-Ball, and 75 points plus 10 bonus points in 9-Ball, provided all bonus point requirements are met. Full team forfeits during the last 4 weeks of any session will be worth 6 points plus 2 bonus points in 8-Ball, 60 points plus 10 bonus points in 9-Ball, 5 team members **must sign the scoresheet for the match they would have played** to prove they were present at the match to receive points for the match.

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Teams who do not show up for 2 consecutive weeks will be considered dropped from the League and a new schedule will be issued. Dropped teams, and players that owe fees will forfeit all benefits, trophies, & awards. Teams that are dropped for this reason will owe the balance of all weekly fees for the remainder of that session.

DROPPED TEAMS - Teams that drop out after a session has started will owe the balance of all weekly fees for the remainder of that session. If the balance is not paid in full, then each player who wishes to continue participating in the APA will have to pay their prorated portion of the uncollected fees before returning; all players on the team will be suspended until their fees are paid in full. This applies even if the player is on more than one team, and remains active on the other team(s). Any team finishing a session and still owing uncollected weekly fees will pay the balance the first week of the following session.

LATE JOINING TEAMS – In divisions containing a bye the League Office may add teams to the division after the start of the session. Teams added in this manner will be awarded point for each week that it would have been scheduled to play from the start. In fairness to the teams already playing in the division, NO new team shall receive and start out with more points than the actual win points of the last place team in the division. 8-Ball & 9-Ball teams will be given 10 less points than the last place team. In all cases, the division schedule shall be adjusted to include the new team(s) and every attempt will be made to adjust it in such a manner as to not cause teams to repeatedly play the same teams.

BREAKING DOWN CUE STICK – Breaking down a cue stick during a match is not considered concession of the match. However, if a player verbally concedes a match to his/her opponent and the opponent continue to shoot and misses, the player who conceded WILL be allowed to continue to play, even if they have broken down their cue stick.

BALL IN HAND FOULS - The "Ball in Hand Fouls" are listed in the Official Team Manual. These are the ONLY fouls resulting in ball in hand. Any other type of violation of the rules is a sportsmanship violation. **IT IS THE RESPONSIBILITY** of the team calling a foul or other rule violation to have their Official Team Manual or bylaws with them at the match site . . . and to be prepared to show the opposing Team Captain where in the Official Team Manual or bylaws it states that a rule violation or foul has occurred.

SPORTSMANSHIP - Point Blank Ignorant, rude, intimidating and abrasive individuals with attitudes will be “politely” asked to leave the APA and find another league to disrupt! Repeated violations or continued disruption of the League can lead to penalties, loss of points and/or suspensions. We’re here to play pool and have fun; bad, inappropriate and unacceptable behavior will not be tolerated from anyone.

If the shooting player does not speak English, they are allowed to speak in their native language but only with the coach during a time out. Anyone else on the team speaking in a foreign language during the time out may be subject to penalties

COMPLAINTS - Sportsmanship or Handicap complaints must be submitted in writing, either the night of play or within twenty-four (24) hours of play.

BYES - When a new team is added to the schedule in the first 4 weeks of a session, make-up matches will be scheduled between the new teams and those teams who had byes during the first 4 weeks. The make-up matches will then be scored to allow everyone an equal chance at the total points available in the session. This will also give all players the best opportunity to meet the number-of-matches-played eligibility requirements in regards to playoffs and The World Qualifier competition. Weekly fees are due on make-up matches when the match is completed.

Beginning the 5th week, (8) points plus (2) bonus points will be awarded for all byes in the 8-Ball League and (60) points plus (10) bonus points will be awarded for all byes in the 9-Ball League.

TIME OUTS – A time out has been called as soon as the player's coach or any other team member asks the player if they want a time out, or suggest to the player to take a time out. Time outs should not exceed 1 minute. See the Official Team Manual for more information regarding coaching.

LAGGING – The cue ball may not be used to lag.

MARKING THE POCKET - A marker will be used when shooting the 8-ball to let your opponent know which pocket you are calling (8-Ball formats only). The pocket marker should be something that is foreign to the pool table and you should not use table chalk, money, drinks, lit cigarettes, weapons (including pocket knives), or any item deemed inappropriate by the League Office.

Note: Using an inappropriate pocket marker is not a loss of game, it is a sportsmanship violation.

TABLE SELECTION: the visiting team will choose the table to be played on, but can only choose one table should teams split tables. In divisions where teams play on different size tables, the visiting team still has the right to choose the table however they must select a table that the home team would normally play on; ‘for example’ home team plays on 8’ tables but there are 7’ tables at the home teams Host Location, the visiting team plays on 7’ tables, the visiting team will select an 8’ table to play that nights match. **You may not select**

a table that is occupied by a team or individuals that your team is not playing. In locations that have multiple tables each team get's one (1) table; one for the team match and one for a practice table. Teams will have to share a practice table with their opponent. Teams that get more than one table to practice on will be asked to vacate the table.

PLAYING A PLAYER TWICE – You may play a player twice during the first **four (4)** weeks of the session while teams are stabilizing their rosters. **This rule applies to ALL FORMATS.** If you find it necessary to play a player twice during this **four-week** period, you must notify the opposing Team Captain **prior to the beginning of the first match** and the opposing team has the right to choose who will play twice. The opposing team cannot choose a player that would force you to go over the 23-Rule (13-Rule for Ladies) and must also choose that player before the first match starts. Only the last match may use a repeat player and any remaining un-played matches would be forfeits. *'For example' Team A has 3 players and team B has 5 players. Team B chooses Mary to play twice. Mary plays her initial match and then she would play the 4th match as the last match played. Team A does not have a player for the 5th match so it is forfeited. Team B has their 5th player sign the scoresheet to prove their player was in attendance and didn't exceed the 23-Rule.* Any exceptions in playing a player more than once after the **4th** week must be approved by the League Office, keep in mind we are here to play pool not win on a technicality. No player will be allowed to play twice during playoff matches.

PLAYER SELECTION - has been made for a particular match as soon as the opposing team has been notified of the player, by any team member, and cannot be changed unless it is determined that the 23-Rule will be violated. Team Captains should watch for the 23-Rule violation prior to the team choosing their players.

SPLITTING TABLES – During **regular weekly play**, teams may split tables at official League time plus two hours. Failure to split tables when asked can result in a forfeit of the match and loss of bonus points.
Exception: Teams will not split tables during Playoffs.

DEFENSIVE SHOTS – A Defensive Shot is defined as a shot taken by a player with **NO INTENT** to pocket a ball. The determination of intent is at the discretion of the score keeper. Defensive Shots will only hurt players when they are not marked properly. Disqualifications happen every year at the APA World Pool Championships because players are ranked lower than they should be and it is most often a direct result of Defensive Shots and safety shots not being marked during regular League play. The League Office encourages and requests all players to declare their defensive or safety shots during a match. It is highly recommended that ALL teams have a least one higher level player (5 or above) keeping score or have them sit with a lower level player to advise them on what Defensive Shots are. It is extremely rare when a higher level player plays a match with another higher level player and there were few or NO Defensive Shots taken. Or a match with several innings regardless of skill level has few or NO Defensive Shots. Safeties or handing of the cue ball to the opponent are forms of Defensive Shots and must be marked as such. Obvious instances of unmarked Defensive Shots may lead to skill levels being raised by the League Office.

NOTE: If no Defensive Shots are made in a match, it must be noted in the defensive box on the scoresheet by making DNS for each player. At the end of each individual match, the scorekeeper must write in the number of Defensive Shots taken by each player and circle that number.

ELECTRONICS – **No cell phones, ear buds or blue-tooth devices** at the table during play, (this includes Team Captains and coaches approaching the table during a time out). If your cell phone rings, have someone else answer it. The reason for this rule is to keep the game moving in a timely manner. If you are on your cell phone or have any means of conversing while you are playing, the other team could argue that you may be receiving illegal coaching.

HOLIDAYS – Some dates of play may fall on National holidays such as Memorial Day, Labor Day & the 4th of July. Teams will be allowed to reschedule and granted the reschedule by the opposing team when asked. Matches can be played in advance by notifying the League Office and requesting the scoresheets. (See the RESCHEDULED MATCHES SECTION of the Bylaws.)

RESCHEDULED MATCHES - must be made up within two (2) weeks of the original match, unless pre-approved by the League Office. If not made up within two weeks, zero points will be awarded to both teams. Weekly Fees will be due for these matches at the time of play. The League Office must be notified by BOTH TEAMS of any rescheduled matches at least 48 hours (2 days) in advance. If a team needs to reschedule a match in the last 4 four weeks of regular session play, the match(es) must be played in advance. Teams advancing to the APA World Pool Championship will need to reschedule matches with their opponents and play them in advance if they Fall in the last 4 weeks of the Summer session. If a team is in playoffs and the team is attending the APA World Pool Championship they will be allowed to do a makeup match for playoff's (will be determined on a case by case bases).

If you are the team asking for a reschedule, then you must be willing to go to the opposing teams Host Location to play, if requested. If a team walks out in the middle of a match, or for some reason refuses to play, that team will forfeit all points unless the team discusses the situation with the League Office PRIOR TO leaving the location.

SEVERE WEATHER – Occasional severe weather conditions or travelers advisory warnings come to the Dallas area and are reason enough for rescheduling team matches. A team requesting to reschedule for severe weather will be granted this request. Please contact the opposing Team Captain to discuss play or rescheduling and contact the League Office for assistance with rescheduling of these matches.

PATCHES – Patches and how to earn them are listed on the website at www.swdallas.apaleagues.com

MVP – MVP points in 8-Ball or 9-Ball are awarded by winning matches.

MVP is calculated by the number of points earned divided by the number of points available (PA).

Example in 8-Ball: In every 8-Ball match, you have 3 points available to win. If you play 10 matches, you have 30 points available to win (3x10). If you win a total of 13 points in those 10 matches then the calculation is: $13 / 30 = 0.43$ or 43%.

This means that you won 43% of the point's available (PA) to you during the session.

Example in 9-Ball: In every 9-Ball match, you have 20 points available to win. If you play 10 matches, you have 200 points available to win (20x10). If you win a total of 162 points in those 10 matches then the calculation is: $162 / 200 = 0.81$ or 81%

This means that you won 81% of the point's available (PA) to you during the session.

Points accumulate over each Session of regular weekly play, not including playoffs, and are tracked by Skill Level. A MVP trophy will be awarded in each Division to the player who earns the most MVP points in each of three Tiers—Skill Level 1/3, Skill Level 4/5, and Skill Level 6/9. Ties will be broken in the following order: Total number of matches played, win percentage, performance points, lifetime win percentage.

Players must play a minimum of 6 matches during the regular session on his/her team to be eligible for the division top gun award regardless of the format they play.

MVP points will be based on a player shooting only once per team match. Since an opposing team should not be penalized by allowing another team to play someone twice during the first four weeks of the session, when a player plays twice in a team match only the 1st score will be used for top gun calculation and the 2nd score will be discarded.

COMMON PLAYERS - When two or more teams have qualified for the World Qualifier and there are common players to the teams, those teams will be matched against each other first, if possible. The players that are common to those teams will sit out only the match in which he/she is common and let only those who are not common conduct the match. See the Official Team Manual for more details.

ETIQUETTE – Any player not representing the best interest of the SW Dallas APA will be notified of such and may be disciplined if deemed necessary. This is a fun League and a few players will not be allowed to spoil League play for everyone else. Observing the few simple etiquette rules below will make everyone's experience a little better; these rules apply to any game or format of pool you may be playing. The following are examples of sharking and will not be tolerated.

- Please do not sit on, drink, eat at, or smoke over the pool table.
- Do not stand in a shooter's view or line of shot during a shot.
- Do not stand next to the table while someone is shooting.
- Do not walk up to a table while an opponent is shooting to pick up chalk or any other item.
- Do not talk to your opponent while they are shooting.

SHARKING - No sharking will be tolerated: This is a sportsmanship violation and can result in penalties including loss of points, penalty points, and can result in suspension. This League centers on fun and competition. Competition is displayed playing pool not by making unsportsmanlike comments towards your opponent.

- **Teams and players should not be talking about an opponent's skill level during their match.** Whether joking or not, it has an effect on the player's performance. (I realize that some players do not take offense to this however, if you are not sure, just don't do it.)
- If a player is written up for sharking (loud enough for the player or other team to hear) an official warning letter will be sent out. If it happens again, the guilty party will be subject to possible suspension by the BOG. As always there is an appeal process if you feel the action is unfair.
- When a player is shooting, do not walk up to the table, do not look at certain balls or angles. This is considered a TIME OUT and it can be called on.

BANNED PLAYERS - If a player has been banned from an APA location the team must play without that player. The APA does not have the right to insist that an APA player be admitted to that Host Location.

Remember to treat your opponent as you would like to be treated, pay attention to the match, be ready to shoot when it's your turn, limit coaching to one minute, use common sense when it comes to the rules, and above all have fun!

FALSIFICATION OF SCORESHEET - Any team caught sandbagging or sending in falsified scoresheets will be subject to any penalties determined by the Board of Governors and the League Operator including but not limited to suspension.

LATE FEES – Any team that falls two weeks behind in paying their dues may be dropped from the League for nonpayment. Dropped teams will forfeit all benefits, trophies, & awards. Teams with past due fees will NOT receive bonus points, patches, trophies, awards of any kind, and will NOT be eligible to participate in tournaments or other events hosted by SW Dallas APA until the late fees have been paid.

RULE BOOK EXCEPTIONS - Masse and jump shots are legal if the house rules do not "disallow" them. Check with the owner or club manager. See the Official Team Manual for more information on jump shorts. Jump cues are not allowed.

DEFINITIONS - A week of play ends when a team's packet is due for that week's play. For example, your team plays its 4th weekly match on Monday; your 4th week of play ends at 7:00 p.m. the following day, on Tuesday.

MISCELLANEOUS – The cost of the tables will be split evenly between both players and teams no matter who wins or loses and regardless of their handicap. If a Host Location charges a greens fee, both teams owe the greens fee. A typical greens fee is \$10 for each team; each team gets 1 table (1 table is the match table and the 2nd table is a practice table to be shared by both teams).

AWARDS – We encourage all players who receive awards to be present during our Award Ceremony or at least send someone from your team to pick up. Awards that are not claimed at the awards ceremony will be left at the Host Location where the awards ceremony was held. The League Office will not be responsible for the awards after the awards ceremony.

SESSION PLAYOFFS – The session ending playoffs will begin the week following the last week of regular session play on the night the division plays. Playoff locations shall be based upon the top seed's home location. Players and teams shall be eligible for session playoffs based upon

- 1) All weekly fees and any other outstanding fees must be paid in full by the last week of the session.
- 2) No outstanding issues or team suspensions shall be present.
- 3) All players must have played a minimum of four (4) matches with the team that qualified for playoffs during the current session to be eligible to participate in session playoffs.

The total number of teams in a division determines the number of teams participating in the playoffs and whether a session division winner will receive an automatic bye into the World Qualifier. The number of division teams will also determine in what finishing position teams will play in the playoffs.

The League Office will conduct a seeding/wild card draw immediately following the end of regular session play. Once the draw has been completed, the Playoff schedule shall be posted on the SW Dallas APA website at <http://swdallas.apaleagues.com>.

AWARDS & TROPHIES – 8-Ball & 9-BALL

An individual player must have a minimum of four (4) matches played with his/her team to qualify for an award.

Playoffs Divisions with 4 teams:

At the end of each session, the 1st place team in standings will receive a BYE in the first week of playoffs and the 2nd place team will play a Wild Card team. The second week of playoffs the winner of that match will play the 1st place team to determine Division Champs. One team will qualify for entry into the World Qualifier.

First week of playoffs:

- 1st receives BYE
- 2nd vs. Wild Card

Second week of playoffs the winners of that match will play the 1st place team to determine Division Champs.

1st Place receives:

- Individual trophies
- Division Champs title
- Eligibility into World Qualifier

Divisions with 5 teams:

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At the end of each session, the 1st place team in standings will play a Wild Card team and the 2nd place team will play the 3rd place team. The second week of playoffs the winners of those matches will play to determine Division Champs. One team will qualify for entry into the World Qualifier.

First week of playoffs:

1st vs. Wild Card
2nd vs. 3rd

Second week of playoffs the winners of those matches will play each other to determine 1st place in the Division.

1st Place receives:

Individual trophies
Division Champs title
Eligibility into World Qualifier
Host Location receives a trophy (unless the host location does not allow it)

Divisions with 6-11 teams:

At the end of each session, the 1st place team is exempt from competing in the playoffs and advances to the World Qualifier. The first week of playoffs the 2nd place team will play a Wild Card team and the 3rd place team will play the 4th place team. The second week of playoffs the winners of those matches will play each other to determine who will go to the City Championship. Two teams will qualify for entry into the World Qualifier.

First week of playoffs:

2nd vs. Wild Card
3rd vs. 4th

Second week of playoffs:

The winners of those matches will play each other to determine who will enter into the World Qualifier.

1st Place receives:

Individual trophies
Host Location receives a trophy (unless the host location does not allow it)
Division Champs title
Eligibility into World Qualifier

2nd Place receives:

Individual trophies
Eligibility into World Qualifier

Divisions with 12-16 teams:

At the end of each session, the 1st place team is exempt from competing in the playoffs and advances to the World Qualifier. The first week of playoffs, the 2nd place team will play Wild Card #1 and the 3rd place team will play Wild Card #2. The second week of playoffs the winners of those matches will play each other to determine who will go to the City Championship. Three teams will qualify for entry into the World Qualifier.

First week of playoffs:

2nd vs. Wild Card #1
4th vs. 6th
3rd vs. Wild Card #2
5th vs. 7th

Second week of playoffs:

The winners of those matches will be re-seeded the following week to determine who will play each other. The highest team in the point standings will play the lowest, while the second-highest in point standings will play the remaining team, to determine entries into the World Qualifier.

1st Place receives:

Individual trophies
Division Champs title

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Eligibility into World Qualifier
Host Location receives a trophy (unless the Host Location does not allow it)

2nd Place receives:
Individual trophies
Eligibility into World Qualifier

3rd Place receives:
Individual trophies
Eligibility into World Qualifier

ANNUAL SW Dallas APA World Qualifier:

TEAM QUALIFICATIONS FOR the SW Dallas APA World Qualifier:

- All players must be a current member of the APA in order to participate in any APA event hosted by the SW Dallas APA. This includes but not limited to
 - World Qualifier, & APA World Pool Championships
- Teams and players that have qualified for the SW Dallas APA World Qualifier will be required to be an active member playing on a team during the summer session in SW Dallas APA in the format they qualified.
- Weekly Fees must be current for teams and/or players
- Teams and players that owe money or that are not in good standing with the league office will lose eligibility for higher level tournaments.
- Qualified teams and players that drop from the schedule in the Summer session will lose their eligibility to compete in any higher level tournaments **NO EXCEPTIONS:**

Winners will have earned the right to compete for their share of the prize fund and a slot in the APA World Pool Championships held every year in August at the Westgate Las Vegas Resort & Casino in Las Vegas, Nevada. Currently one 8-Ball team and one 9-Ball team will advance to the APA World Pool Championship in Las Vegas.

The World Qualifier format is modified single elimination for 8-Ball & 9-Ball. This means each team will have the opportunity to play twice, but not necessarily lose twice. Each winning team will receive individual trophies and travel assistance to Las Vegas for the APA World Pool Championship.

TRAVEL PACKAGE – Teams that win the SW Dallas World Qualifier to advance to the APA World Pool Championship in Las Vegas, Nevada will receive a Travel Assistance Package. These funds are to assist with travel expenses. The travel assistance package is not prize money. If an eligible team, or any member of that team, should decide not to go to the APA World Pool Championship, that team or member will forfeit their travel funds.

These bylaws are subject to change.