

Florida Panhandle USAPL

Local Bylaws



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Preferred contact: Written communication via Facebook message, text or email. Responses will come as soon as possible, usually within 24-48 hours. Times with limited availability: Monday – Friday between 7am-5pm. Any attempt to contact after 10pm will not be responded to until the following day (exception for cases needing an immediate response during scheduled league play).

Please read and review these Local Bylaws carefully. These are to be used in combination with the USAPL Player Handbook, Tournament Regulations and the Official Rules of CueSports International.

Bylaws established February 2024 – this set of Bylaws will take the place and override any previous Bylaws set in place by Florida Panhandle USAPL or any previous League Manager

ABOUT USA POOL LEAGUE:

The USA Pool League is a structured pool league that uses FargoRate to handicap the 8-ball, 9-ball, and 10-ball matches to make them as fair as possible. The USA Pool League prides itself on being enjoyable, competitive, fair and as one of the best league systems available to players.

What is FargoRate player ratings? It is globally recognized as the most accurate player rating system in existence and no other league organization offers it beside the USA Pool League and BCA Pool League, both of which are run by the parent company CueSports International (CSI).

The USA Pool League is specifically designed for the beginning and social player; the USA Pool League is a great way to get started in the league experience and you could win a trip to Las Vegas, Nevada! Your League Manager (LM) will send at least one team to Las Vegas each year, many LMs send multiple teams to compete for big cash prizes and an experience of a lifetime. You and your team could be our next champion!

A few of the included benefits of being a USA Pool League Player:

- No annual membership fee
- FargoRate Player App premium version FREE
- USA Pool League Scoring App FREE
- Every league sends at least 1 team (with travel allowance) to the USA Pool League National Championship help at the CueSports International Expo

Most matters can and should be handled at the local level by the League Manager. However, if you need further assistance, we are help to help. Our office hours are Monday – Friday, 9am-5pm Pacific Time (certain holidays excluded). Contact us by any of the following ways.

Phone: 866-USA-POOL

Email: leagues@playcsipool.com

Online: www.playcsipool.com/contact

Fax: 702-307-1609

*Information on this page comes directly from the USAPL Player Handbook

SECTION 1 - GENERAL INFORMATION

Team size:

All teams in FL Panhandle USAPL will use the 5-player format, with a maximum of 8 players on the roster. League play will consist of five sets played by different players to complete the team match. The Gold Division (2375) skill limit will apply to all league play

Age Requirements:

USA Pool League does not have age restrictions. Florida Panhandle USAPL will allow players under the age of 18, with approval from League Manager. Any player under the age of 18 must be accompanied by a parent or legal guardian who is on a roster for the same night of play (does not have to be the same team). Host location age requirements will prevail.

Handicapped Race:

All match races will be determined using the USAPL race-to-calculator using the short race option.

Team Captain Responsibilities:

1. Collecting and ensuring league and green fees are submitted to League Manager and host location at the time of scheduled matches.
2. Making sure proper scorekeeping procedures are followed and that score sheets are submitted in a timely manner
3. Distributing information from the League Manager to all members of the team.
4. Making sure players are available for scheduled matches or that arrangements have been made, as well as ensuring player meet eligibility requirements
5. Responsible for the conduct and sportsmanship for your team members. Report any conduct or sportsmanship concerns to the League Manager immediately.

Player Responsibilities:

1. Paying weekly league and green fees for matches played. In the event your team must use a duplicate player or forfeit, players should contribute equally if possible.
2. Learn how to keep score, both on paper and electronically, make sure you have access to the necessary apps
3. Read and familiarize yourself with rules and league procedures.
4. Communicate with your captain regarding your availability

Rules for Play:

All formats play by rules set by CueSports International, unless otherwise stated in Local Bylaws. The Official Rules of CueSports International can be found online at www.playcspool.com. For matters related to USAPL, the USAPL Handbook should be referenced, if a definite answer is not found in the handbook you should check the USAPL Tournament Regulations for details. The BCAPL Tournament Regulations should also be used a reference if not stated in other materials.

SECTION 2 – PAYMENTS AND FEES

Payment Methods:

Two payment methods will be accepted. The full team fee must be paid using the same method. Checks will not be accepted.

1. Electronic payment (preferred method) through Venmo or CashApp
 - a. One payment should be submitted for the full team fee. Payment for the team may be sent by any team member. Please put the team name in the comments.
 - b. Payment must be submitted by noon the day following the scheduled match
2. Cash
 - a. Use envelopes provided with team name. (Should be turned in with the team packet)
 - b. Payment must be turned in the night of scheduled play

- c. Verify the correct amount is in the envelope before you turn it in

Team Fees:

Team Fees are \$50 per week per format (\$100 for double play) regardless of the number of matches actually played. Payment is due on the scheduled night of play. Full Team Fees must be paid for forfeits and when using duplicate players.

Green Fees:

For host locations that accept Green Fees for league play, the Green Fee is due at the time of play.

Host Location – Nine Mile Billiards

Green fee is \$10 per team, per format (\$20 for double play) regardless of the number of matches actually played that night. Green fees must be paid prior to receiving your team packet (if you grab it and go to table without paying you may lose bonus points). Any team that forfeits or no shows their match will be responsible for the Green Fees for their team and the opposing team.

Past Due Procedures:

First Week: Captain will be notified of past due balance. Points for match will not be awarded until paid.

Second Week: All team members will be notified of past due balance, all players become equally responsible for past due fees. Points for match will not be awarded until paid.

Third Week: Team will be dropped from the schedule. Teams dropped due to non-payment will become responsible for the remainder of sessions fees. All team members will be ineligible for any league event until their portion of the balance is paid. Captains will be ineligible until full team balance is paid.

SECTION 3 – COMMONLY QUESTIONED RULES AND EXCEPTIONS

For complete rules see the following:

<https://www.playcspool.com/usapl-rules.html>

8-Ball: Pages 43-46

9-Ball: Pages 47-49

10-Ball: Pages 50-52

STARTING THE MATCH

Coin Toss/Table Selection:

There is a table schedule to use to determine where teams play. Coin toss will determine who chooses which team puts a player up first. The opposing team will pick which table is used for each format in double play.

Lag:

The winner of the lag can choose if they want to break or require their opponent to break first.

USE OF TEMPLATE RACKS

The use of a template rack is permitted. You may not deny your opponent the use of a template rack. The two players in a set may use different racks based on player preference.

In the case a template rack is used:

- The template rack must be the correct version for the game being played The host location or League Manager is not responsible for providing template racks
- If any player on a team uses a personally owned template rack, the owner of the ball rack template must permit any member on either team to use it at any time during that match

Removal of the template rack:

- The ball rack template may only be removed by the shooter or a referee (neutral party)
- The ball rack template must be removed as soon as possible after the break - If more than 1 ball interferes with the removal of the rack, it is recommended to leave the template in place until cleared. The Disturbed Ball Rule does not apply to the act of removing the ball rack template. Any balls disturbed with the removal of the template rack must be restored.

- If only 1 ball interferes with the removal the rack may be removed by the shooter or a referee
- If 2 balls interfere with the removal of the rack and they are not frozen, the rack may only be removed by a referee (neutral party). The referee may request the help of the shooter. Restoration of the balls is up to the referee (neutral party).
 - This option may only be used, if the next intended shot may be affected by the template rack remaining on the table
- If more than 2 balls interfere with the removal or are frozen to each other or any other ball, the template rack must stay in place until the table allows for removal.
- Once the template rack is removed, it should not be placed on the rail. It is a foul when a template rack that has been removed from the playing surface, interferes with the game i.e. the template rack is lying on the rail and any ball touches the template rack. It is up to the shooter to ensure a template rack lying on the rail, will not result in a foul.

DURING THE MATCH

Breaking:

- In 8-ball, you must have a legal break to continue play. You cannot win or lose on the break. The 8-ball will always be spotted. Please refer to 8-ball rules for establishing a legal break.
- In 9-ball, you can win by 9 on break. You must contact the 1-ball before any other ball or cushion, and cause at least four object balls to contact one or more cushions, or it is a foul. There is no re-rack option in 9-ball once.
- In 10-ball, you cannot win or lose on the break. You must contact the 1-ball before any other ball or cushion, and cause at least four object balls to contact one or more cushions, or it is a foul. There is no re-rack option in 10-ball. If you foul on the break, your opponent receives ball in hand.

Safeties:

- In 8-ball, prior to any shot except the break, you may declare a safety. If you declare a safety, your inning ends after the shot regardless of whether you pocket the ball. Example: You may call your object ball and pocket, but also call safe to end your inning.
- In 9-ball, you may not call a safety to end your inning. If you legally pocket a ball, your inning continues until you miss.
- In 10-ball, you may not call a safety to end your inning. If you legally pocket a ball, your inning continues until you miss. Exception to CSI Rules: If you say “no call”, with the intent only to legally contact the object ball but accidentally pocket a ball, your inning will end and the ball will be considered illegally pocketed. Your opponent will have the option to give the shot back. You may not say “no call” and intentionally pocket a ball. Any dispute over a “no call” shot should be reported to the League Manager before continuing play.

Disturbed Balls:

It is NOT a foul if you accidentally touch or move a single stationary object ball with your body, clothing or equipment unless the disturbed ball has an effect on the outcome of the shot. Your opponent has the right to choose if the ball is restored to its original position and which player will restore the ball. If you restore the ball without your opponent's consent, it is a foul.

It IS a foul if: you disturb the cue ball, more than one object ball is disturbed, the disturbed ball contacts any other ball, you disturb a ball in motion, the disturbed ball has an effect on the outcome of the game or it there is not restoration option.

On a jump shot, if you disturb the impeding ball and cause it to move during your stroke, it is a foul regardless of whether it was moved by your equipment or any part of your body

Questionable shots:

Both 8-ball and 10-ball are called pocket formats. Best advice is to call every pocket – banks, kicks, caroms, jumps and combos must be called. If a shot could be a bad hit – any player that is not a member of either team can watch a shot, their call is final. If a shot is not watched, the call goes to the shooter. As the opponent, you have the right to ask what the shooter's intent is before they shoot.

Concession of Game:

It will be considered a concession of game if at any time you lead your opponent to believe that you are awarding or ending the game before its normal conclusion on the table. Examples could be: statements such as “good game”, actions such as putting away your accessory items, gathering your personal belongings, etc. When your opponent is on the hill, if you make a motion to unscrew your playing cue during your opponent’s inning you lose the match. If a concession of game occurs, play should stop immediately.

Use of electronic devices:

Players may wear or use electronic devices during weekly league play. During playoffs or Championships, electronic devices will not be allowed during the player’s set, this includes while seated.

COACHING/COMMUNICATION/TIME-OUTS

Communication – a player may engage in quiet conversation with teammates when it is not their turn at the table. Once the opponent’s turn is over and all balls have stopped rolling, all communication concerning the match must stop immediately

Coaching – once a player is at the table, conversation concerning the match is considered coaching and requires the use of a time out. No person in the around the table (except the opponent), may call a foul, tell a player they are shooting the wrong ball, or offer other advice or instruction of any kind regarding the match. It is a foul if you receive assistance (including advice in planning or executing any shot or being alerted to an opponent’s foul) in a game without taking a time-out.

Time-out – Any advice shared with a player at the table regarding the match is considered a time out. If a player has a question about the rules, they should make it known to the opponent and both Captains that they need a verification of a rule. The question should be asked in the presence of both Captains. When the question is answered by the Captains, they should only state the Rule, but may not provide information on how to execute the shot. Verification of a rule is not considered a time-out. A player may ask which set of balls they are in 8-ball without using a time out.

- A time-out may be called by the shooter or anyone on the shooter’s team, and must be acknowledged by the opposing player.
- A player may verify the availability of time-outs prior to calling it. If a player calls a time out when none are available, the opposing team should issue a warning. If the warning is issued, no timeout may be taken. If no warning is given, the time-out is granted.
- Once a time-out is called and acknowledged by the opposing player, it must be taken at that time.
- Any player on a team’s roster may be a coach, regardless of if they are playing in the match. The coach cannot simultaneously play a match on one table and coach on another within the same division. In a double play division, a coach may give a time out while playing their set if agreed by their opponent.
- The player calling the time out will designate their coach on each instance and may change throughout the set. Only the designated coach may confer with the shooter, no other player may offer an opinion or advice to the shooter or the coach, this includes before the coach gets to the table.
- Time-outs are limited to 90 seconds, the clock starts when the coach gets to the table.
- The coach is allowed to point at or touch the table while offering advice but may not touch any ball (including the cue ball-in-hand scenario) or mark the table in any way. The coach must leave the table before the shot and may not stand in the shooter’s line of sight.
- The coach may inform their teammate of a prior foul committed by the opponent and the shooter may then call the foul. (Only when immediately following the shot and if the opponent says it was not a foul, the call goes to the shooter).

Any violation of the coaching rules is considered unsportsmanlike conduct and the penalties are as follows:

First offense – ball-in-hand to the opposing player

Subsequent offences – loss of game scored as 14-0

Due to a listed penalty for this violation, it will not also count against bonus points for unsportsmanlike conduct.

CONTINUOUS PLAY REQUIREMENT

Exceptions may be made by the League Manager in the case that a known event conflicts with the league schedule (example but not limited to APA Ladies League and Masters League)

In double play division, it is the Captain's responsibility to ensure players involved in both formats are able to complete their matches. Communication between Captains, and the League Manager, is important to avoid issues with player availability. In most cases, forfeits can be avoided by working together.

Forfeit the Entire Match

If no players are present at 15 minutes past the scheduled start time, the match is forfeited (all sets). The first set may begin if a team has only one player present (one per formation for double play divisions).

- Both teams will still owe league fees
- Green Fees are still due
 - o Team with players present should pay their green fee to the host location before leaving
 - o Team without players present is responsible to cover the green fee for the team with players present and their own. Both sets of green fees are to be paid to the League Manager. Once received, the League Manager will pay the green fees for the team who had player present on the next night of play.
- Bonus Points
 - o Team with players present – eligible for half of the bonus points awarded per night
 - o Team without player present – not eligible for bonus points

Forfeit Individual Sets

Teams must select an available player if one is present. Sets will not be delayed for a certain player to be available. Players may not play on two tables at the same time. Teams have 2 minutes after the end of a set to put up a player for the next set, the opposing team then has 2 minutes to put up a player. The match should start immediately after selecting players. (5 minutes between matches maximum)

- If a player is not at the table at the time the next match is to begin the League Manager or Representative should be notified immediately. If League Manager or Representative is not available, you can use a neutral non-playing Captain from a team not involved in the match to be the Time Keeper.
- After 1 minutes if the player is not at the table the first game is scored as 14-0 in favor of the team with an available player
- For every 2 minutes after another 14-0 game is scored until the player either gets to the table, the opponent wins or 5 games have been scored
- Once the 2 minutes runs out on the last game needed, the set is declared a forfeit and cannot be overturned unless authorized by the League Manager.
- If a player wins by this method, the League Manager must be notified
- Teams who forfeit an individual set are still eligible for bonus points. Full team fee is still due from both teams, regardless if the full match was played or not.

DISAGREEMENT ON RULES

If there is a disagreement on rules, reference the rule book before continuing play. If you continue to play before resolved, the ruling will not be reversed. Copies of the rules can be found online or in the USAPL Binder at the host location. If it is unclear after checking the Local Bylaws and Official Rules of CSI, check with the League Manager. Once a ruling is said, it is final.

SECTION 4 – SCOREKEEPING

Electronic scorekeeping through the USAPL App should be used for all formats. Paper score sheets will be available but should only be used if absolutely necessary. If paper score sheets are used, they must be legible, accurate and signed by both team captains after verifying scores match. Any paper score sheet that cannot be read may be entered as a forfeit. All players should be familiar with how to keep score on paper in the event it is necessary.

Scoring:

For all formats, if a ball is legally pocketed on any shot, it counts towards the match score. Examples include but are not limited to:

- Balls made on the break
- Balls that are pocketed in addition to the called ball
- Balls made by loser in a match won by three-foul

Electronic Scorekeeping

Electronic scorekeeping is required if available. Paper score sheets are available at the Host Location if the app is not available or for a backup.

If the app clears the scores or does not submit and the necessary information is not written on the score sheet, the sets will be entered as a forfeit against the team who was responsible for keeping score. Nothing can be reported to Fargo without game scores, this affects the whole division, not just the involved teams.

Submission of Scores:

Score sheets must be submitted as soon as the match is completed. It is advised to submit and make sure it goes through before you leave for the night. The only exception for this is if a set has been rescheduled and is not available to submit in the app. In the case of a rescheduled set that prevents a team from being able to submit scores, verify your paper back-up is correct then transfer the scores to the League Manager before leaving.

SCOREKEEPER RESPONSIBILITY

As the scorekeeper of a match, it is your responsibility to pay attention to the active game. With only one team keeping score, it is essential that games are scored properly. It is understandable that balls or scores are occasionally missed. If you miss something while scoring you should wait until the player at the table completes their turn, then ask both players in that set for the missing information. Do not stop an active game to ask for the missing information. It is advised not to ask or mention the missing information while a shooter is at the table.

BYE POINTS

No points will be awarded for a bye. If at the end of the session, the number of byes is uneven, the team(s) with multiple byes will receive their average of weekly points, including bonus points, from the session. In the case of an uneven bye schedule, the team rankings may change after points are added at the end of the session.

BONUS POINTS

Bonus Points:

There is a maximum of 100 bonus points available per format each week.

25 points – Team fees paid on time (cash the night of play, electronic by noon the following day)

- Additional penalty of 5 points will be subtracted for each day the fee is not paid

25 points – Score sheets submitted accurately and on time (the night of play)

- Additional penalty of 5 points will be subtracted for each day the sheet is not submitted

25 points – Score slip filled out and signed by captain

25 points – Conduct and Sportsmanship

SECTION 5 – TEAM STRUCTURE AND SCHEDULING

ROSTERS

Teams may have up to 8 active players. In a double play division, you may have different rosters for the separate formats but the rosters must have 5 common players, the captain must be one of the common players. If a player is on the roster for one format but not both, they may only give timeouts for the format which they play.

ADDING OR DROPPING PLAYERS

Teams may make changes to their roster during the first 4 weeks of play. After the first 4 weeks of play, you may only add players if there is a vacant spot on the team roster. Exceptions may be made at the discretion of the League Manager if the team is unable to play without penalty or using duplicate players. When adding a new player, the League Manager must be notified at least 24 hours before the scheduled night of play. You may not add new players to the roster in the last 4 weeks of play.

Players may change teams, even if they have already played a match on one roster. Changing teams may not change within the last 8 weeks of the session to ensure eligibility. Players may not be active on two rosters within the same division.

When a player dropped from a roster they will no longer show on the paper scoresheet and will be considered inactive, however, they will still appear in the scorekeeping app. Once a player is dropped you may only add them back, with League Manager approval, if you have a vacancy on your roster. If the same player is dropped from the roster a second time, they cannot be added back during that session. If you play an inactive player, the match will be scored as a forfeit.

SCHEDULING AND FORFEITS

Rescheduling and Make-Up Matches/Sets:

Rescheduling is the responsibility of the two team captains for the team involved. The League Manager must be notified at least 48 hours in advance of any rescheduled matches. No more than 2 individual sets may be rescheduled for any night of play. Matches may be pre-played up to 5 days before the scheduled night of play. Make-ups must be completed within 10 days of the scheduled night of play. Matches not completed within the proper time frame will be scored as a forfeit. Rescheduled and make-up matches will not be allowed in the last 4 weeks of scheduled play. Payment for any rescheduled or make-up match is due on the scheduled night of play.

If the entire team match is rescheduled:

The rescheduled match must be played as a standard league night - the whole match must be completed on the rescheduled date. Any set that is incomplete at the end of the rescheduled match will be scored as a forfeit. You must use the scheduled host location to complete the match and pay the green fee at the time of play.

If an individual set is rescheduled:

The players must use the scheduled host location unless approved by League Manager. Players will be responsible for quarters or table time. If you are playing a rescheduled set and your opponent is not there at the scheduled time you must notify your Captain and League Manager. If the captains or league manager cannot make contact with the player and they do not show up within 20 minutes of the notification the match will be considered a forfeit.

Duplicate Player Policy:

If a team requests to use a duplicate player the opposing team must allow it during the first 4 weeks of the session. Duplicate players cannot be used during the last 4 weeks of the session. The opposing team can deny the request of using a duplicate player during any other weeks. Duplicate players may only be used when there is not a 5th player available who is capable of playing a set (League Manager discretion may apply).

Teams may only use one duplicate player per team per night. In a double play division, a duplicate player can be used for each format but cannot be the same player for both if it affects continuous play. The duplicate player must be used for the 5th or final set (Exception: If it known at the beginning of play and both teams agree, the match can be played at any time throughout the set but must be recorded as the 5th or final set on the score keeping app).

Team Requesting to Use Duplicate Player:

1. Must have all players that played that night available
2. Must notify the opposing team prior to choosing players for the 3rd set

Opposing Team:

1. Must agree or decline the request prior to choosing players for the 3rd set. Once a decision is made it cannot be changed.
2. May not pick a player that forces the requesting to team go over the skill cap by more than 50 points. If there is not an available player that does not fall in the 50 point range, the requesting team can either agree the opposing team can pick any player available or the lowest rated player must play.

League Manager/Representative Play: (Does not apply if the League Manager/Representative is on a team within the division)

If available, the League Manager/Representative can play one set, at any point during the match, for any team if the team does not have enough players available to complete a match. The team must notify the League Manager/Representative and opposing Captain of this request as soon as possible. The opposing team must honor this request. The League Manager/Representative may not coach for any team. The team requesting the League Manager/Representative to play will be responsible for covering the fees. League Manager/Representative play will not be allowed during the last 2 weeks of the session. If more than one team requests the League Manager/Representative to play, the League Manager/Representative will play for the team with the fewest available players, if teams have an equal number of available players, it will be on a first come, first serve basis. League Manager/Representative play will only be in effect if it is vital to avoid a forfeit. If a duplicate player is available that option should (not required) to be used before using League Manager/Representative play. If the League Manager/Representative feels this option is being abused the League Manager/Representative may deny the request to play.

Scoring a Forfeit:

In the event of a full team forfeit, the team receiving a forfeit will receive 100 points for each forfeited set “WF” should be marked in the Game 1 scoring field. The team receiving the forfeit is eligible for half of the bonus points awarded on a night of play.

In the event an individual set is forfeited, the team receiving the forfeit will receive 100 points for the set. Bonus points will still be awarded if earned. Penalties will be determined, if necessary, by the average Fargo for the matches played.

Teams are allowed to forfeit a set, even if a player is present as long as it is not an intentional forfeit for the sake on winning the team match.

SECTION 6 - PATCHES AND AWARDS

Patches:

Patches can be earned for the following categories

- 8 Ball
 - BR (Break & Run) A player wins the game by breaking and legally clearing all balls of his or her group plus the 8-ball with the opponent not having a turn at the table (the opponent may have points scored for balls made on the break)
 - TR (Table Run) – The non-breaking player wins the game by legally clearing all balls of his or her group plus the 8-ball on the first turn at the table
 - WZ (Win-Zip) – Hold opponent to zero points but does not meet the definition of a BR or TR
- 9 Ball
 - BR (Break & Run) – A player wins the game by breaking and legally clearing all balls with the opponent not having a turn at the table
 - TR (Table Run) – The non-breaking player wins the game by legally clearing all balls on the first turn at the table (must be a minimum of 5 balls)
 - WZ (Win-Zip) – Hold opponent to zero points but does not meet the definition of a BR or TR
 - WB (Win on Break) – Player legally pockets the 9-ball in any pocket on the break (this is the only format with the WB option)
- 10 Ball
 - BR (Break & Run) – A player wins the game by breaking and legally clearing all balls with the opponent not having a turn at the table
 - TR (Table Run) – The non-breaking player wins the game by legally clearing all balls on the first turn at the table (must be a minimum of 5 balls)
 - WZ (Win-Zip) – Hold opponent to zero points but does not meet the definition of a BR or TR

Patch Program:

Any player who wants the physical patch must list it on the Patch Request form in the team packet. Alternate option to receiving patches will be if you “collect” 10 of a kind (can mix formats) or 10 in one format, you will receive a card for 1 free match that can be used at any time during the current session. If 10 of a kind/format is achieved during the last week of play, the player may redeem the free match the first week of the following session. When redeemed, the player should sign the back of their free match card and turn it in with the team packet. When redeeming a free match, you are still responsible for the green fee.

Awards:

MVP ratings based on the League Management System calculation will not be used for any awards within FL Panhandle USAPL. There will be awards based on League Manager’s discretion which may include, but are not limited to:

- Player participation
- Sportsmanship
- Player ability and/or improvement

Trophies/Plaques are not currently issued in FL Panhandle USAPL, this will be re-evaluated at the league grows and will require consent from the majority of players before allocating funds for this purpose.

Travel Assistance for Vegas Winners:

Funds for travel assistance are based on the number of teams participating in FL Panhandle USAPL and may vary. Funds will be equally divided between team members and issued individually. Any player who receives travel assistance understands that it is their responsibility to play in the National Championship or funds must be returned to the FL Panhandle USAPL Prize Fund before they are eligible to play in any future USAPL event, including local league play.

SECTION 7 – MISCELLANEOUS

FARGO RATING REVIEW

Fargo rates for all players will be periodically reviewed and adjusted, within league guidelines, if deemed necessary by League Manager. Players may be required to play at their maximum Fargo rating plus 50 points if rating is established but deemed inaccurate. Any player that is believed to be intentionally manipulating data will receive a verbal warning on the first offense. In the case of a second offense the player may be suspended for a minimum of 30 days.

Any player that competes in a National Event may be reviewed by CueSports International and deemed ineligible if they believe your skill level is not accurately reported. If you believe your rating is inaccurate, please report this to your League Manager.

HOST LOCATION POLICIES

Any regulations set by the host location must be honored. This includes but is not limited to minimum age, green fees and equipment use. Any player that is banned by the host location will not be allowed to play, no exceptions will be made.

SUSPENSION/BANNED PLAYER

The League Manager may suspend or ban players from Local League play, with or without warning, based on player behavior. In the event a player is suspended or banned, they may not participate or be in the area of play during Local League events. If a player is suspended or banned from the host location, no exceptions will be made for league play. No make-up matches will be allowed.

SECTION 8 – PLAYOFFS & LOCAL CHAMPIONSHIP

Subject to Adjustments Based on League Growth

All playoffs and Championships will be by individual format.

Divisions of the same format may or may not be combined for Playoff and Local Championship based on participation.

Teams must remain eligible per the USAPL League Handbook to play in Session Playoffs, Playoff Championship and Local Championship. Players must meet minimum match requirements to be on a roster for the upcoming session to be eligible to play in Playoffs.

Teams involved in Playoffs will pay their normal weekly fees, 100% of fees from Playoffs will be placed in the Prize Fund.

For divisions with less than 5 teams:

We will have a meeting of captains to discuss best options for team advancement

For divisions with 6-12 teams:

END OF SESSION PLAYOFFS

SESSIONS 1 (Spring) & 2 (Summer):

The 1st place team will automatically advance to the Local Championship at the end of the year

Playoffs will have two rounds, played in the same day:

Round 1: 3rd place vs. Wild Card

Round 2: Winner from Round 1 vs. 2nd place

SESSION 3 (Fall):

The 1st place team will automatically advance to the Local Championship

The 2nd place team will automatically advance to the Playoff Championship

Round 1: 4th place vs. Wild Card

Round 2: Winner from Round 1 vs. 3rd place

If a team is already qualified, the next eligible team will move up into the respective places

PLAYOFF CHAMPIONSHIP

At the end of the 3 sessions the Playoff Winners from each session will play a double elimination bracket, the winner of the Playoff Championship earns a spot in the Local Championship

LOCAL CHAMPIONSHIP:

Double elimination team tournament – winner goes to Vegas for the National Championship

If you have any questions regarding the Local Bylaws, please reach out to your league manager. Bylaws may be revised at any time. The most current set of Bylaws will override any Bylaws previously in place.