



Phoenix USAPL Bylaws

- 1.0** All bylaws are subject to change at any time. The most recent set of bylaws are published on www.azpool.com and take precedent over any previous distributed bylaws.
- 2.0 9-Ball on Break:** Pocketing the 9-ball on the break does not count during the local league level competitions. If the 9-ball is pocketed on the break; it is spotted, and the breaking player continues to shoot from where the cue ball lies. If the 9-ball is pocketed on the break and there is a scratch or a foul, the 9-ball is spotted, and it is the opponents turn at the table with ball in hand. National USAPL rules supersede this local bylaw. At the national level, pocketing the 9-ball on the break wins the game.
- 3.0 3-Foul Rule in 9-Ball:** The 3-foul rule is not recognized and does not apply during the local league level competitions. National USAPL rules supersede this local bylaw. At the national level, when a player fouls during 3-successive turns at the table, it is a loss of game provided the opposing player notified the shooter that they were “on two” at the appropriate time.
- 4.0 Adding//Dropping Players:** In our 5-player team divisions, the maximum number of players you can have on a roster is 8-players. If you have less than 8-players on your roster, you can add players to your roster at any time up to the 1/2 mark of the season. If you already have 8-players on your roster, the only time you can add a player is at the 1/2 mark of the season. After the first half of the league has been played, you can no longer add a new player. The league operator reserves the right to add players to a roster at any time due to extenuating circumstances.

5.0 Playoff/Extravaganza Eligibility: All players must have played 8 weeks within the existing season to participate in the end of season playoffs. All players must have played 8 weeks within one season of the calendar year to be eligible for the Vegas Extravaganza. A team can never have more than 8 eligible players on their roster. If a player received a forfeit or a bye during the season, it can be counted as 1 week played for a player to meet the 8-week requirement. This option can only account for 1 week per season per player.

6.0 Races: The Phoenix USAPL utilizes the short race format for all our double play divisions. The Phoenix USAPL utilizes the long race format for all our single play divisions.

7.0 Team Standings: Team standings are determined by the teams average points per set. Below is the order in which ties are broken:

- a). The team that scored the most points during their match ups with the team they are tied with during regular league play.
- b). The team with the most margin of victory points during their match ups with the team they are tied with during regular league play.

8.0 Scoring bye weeks: No points will be added to any teams for bye weeks.

9.0 Make-Up Matches: In general, the Phoenix USAPL does not allow make up matches unless there are extenuating circumstances. If a team cannot play on the regularly scheduled night of play, they forfeit that night and are responsible for both teams league fees for that night to preserve the leagues prize fund. In very rare circumstances, a make-up request may be granted if it is requested 5-days prior to the night of play. It must also be approved by the other team captain and the league operator 5-days in advance. If adequate notice is given, opposing teams should accommodate but it is not required that they do and can elect to receive the forfeit point. If the make-up match is required by the league operator, it is mandatory that both teams accommodate.

10.0 Forfeits: Forfeits ruin leagues and are not tolerated. The duplicate player policy, also known as “hardship” matches, only allow for one hardship/duplicate player per match per discipline according to league policy. This applies to local league play. In the event a team forfeits one of the matches, both teams are still responsible for paying the league fees. If a team forfeits two or more matches on any given night, the team creating the forfeits is responsible for the opposing teams fee in addition to their own teams fee, for the forfeited match that night. The team receiving the forfeit must have a player present that

has not already played a set in the match for this to be enforced. If an entire team forfeits the night, the forfeiting team is responsible for both teams entire fees for the night.

11.0 Financial Responsibility: One representative from each team is required to send in weekly payments via Zelle to the leagues email address with their team's name in the memo: championsleagueemail@gmail.com . All teams are required to keep league payments current. In the event a team falls more than two weeks behind, the league operator reserves the right to remove previously awarded points accrued during the financial delinquency. The league operator may also choose to forbid the offending teams to play in playoffs or remove their eligibility for any wild card drawings.

12.0 Grand Prize Winners: If your team wins a grand prize, you must use it and participate in the USAPL National Tournament. If for any reason your team cannot attend the tournament, the grand prize is forfeited back to the league. The grand prize trips are "use it or lose it" under all circumstances. The league operator reserves the right to determine which team will receive the trip in your place. The trip must be awarded.

Road to the Vegas Extravaganza

The Vegas Extravaganza is the final tournament that teams compete in to be awarded one of the grand prizes for the USAPL National Tournament in Las Vegas. Each grand prize-winning team receives 4-double queen rooms for the nights the tournament is in play (check-in the night before the tournament and check-out the day after the tournament ends), paid in full by Phoenix USAPL for the USA Pool League National Championships in Las Vegas. Team entry fees and tournament greens fees are also paid in full by the Phoenix USAPL. Transportation to and from Las Vegas is the responsibility of the winning teams. This is an annual event that usually takes place in December.

1. At least one out of every four teams within a division for each discipline earn a spot to compete in the Vegas Extravaganza.
2. The number of grand prizes awarded at the Vegas Extravaganza is determined by how many teams in the Phoenix USAPL compete weekly during the qualifying year.
3. League operator determines what divisions will be combined to compete for the same grand prizes in any given Vegas Extravaganza.
4. There may be wild card draws awarding teams (not involved in the Vegas Extravaganza) a spot depending on how many teams already qualified for the Vegas Extravaganza to round out the bracket(s).

Phoenix USAPL divisions with 4+teams:

1. The 1st place team at the end of the season earns a spot in the divisional playoffs. A wild card will be drawn to see who plays the 1st place team in the playoffs. The winner of the playoff match receives 1st place trophies for the session and earns the spot in the Vegas Extravaganza.

Phoenix USAPL divisions with 8+teams:

1. The 1st place team at the end of the season wins 1st place trophies for the season and earns a spot in the Vegas Extravaganza.
2. Teams finishing in 2nd, 3rd, 4th, and a wild card team will participate in playoffs for a second Vegas Extravaganza spot. 2nd Place vs. 5th Place and 3rd Place vs. 4th place. Followed by finals.

Divisions with 10+ teams:

1. The 1st place team at the end of the season wins 1st place trophies for the season and earns a spot in the Vegas Extravaganza.
2. Teams finishing in 2nd and 5th places will playoff off for a second spot in the Vegas Extravaganza, Teams finishing 3rd and 4th will playoff for a third spot in the Vegas Extravaganza spot.
3. All remain teams will be eligible for one of four additional wild cards to compete in divisional playoffs for a 4th spot in the Vegas Extravaganza. Wild Card 1 vs. Wild Card 2 and Wild Card 3 vs. Wild Card 4. Followed by Wild Card finals.