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usa pool league

DMV - USA Pool League's Local By-Laws

All decisions and processes outlined in the bylaws may be subject to change at any time, by the discretion of the League Operator.

These local by-laws are meant to work alongside the USAPL Official Player's handbook and supplant any rules, definitions, and policies explicitly mentioned in these local by-laws. Any rules, definitions, and policies not explicitly mentioned in these by-laws will default to the USA Pool League's Official Player Handbook.

CSI and DMV USAPL Leagues recognize that no set of rules will ever be perfect. Some issues may have been missed, or some rules or rulings may change over time for various reasons. The Official Rules and Applied Rulings will be reviewed continually, and adjustments will be made as necessary.

Website: www.dmvpool.com

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REGISTRATION AND SIGN-UPS

New teams and individual sign-ups are done by:

1. The local league website www.dmvpool.com depending on availability per division or
2. Contacting a Division's Representative

Existing teams have priority to re-register their teams until 2 weeks before the end of their current session. Newly registered teams or teams on the waiting list will replace those available spots after priority registration.

Cut-off for roster changes occurs 4 weeks after the season starts. Any changes after the cutoff period must be approved by the league operator. All roster changes need to be notified via email at dmv@playusapool.com

SESSIONS AND SCHEDULE

There are 3 sessions per year, Winter – Summer – Fall

Winter Session – Begins the first week of January until the 3rd week of April and lasts 16 weeks.

Summer Session – Begins the 4th Week of April until the 2nd week of August and lasts 16 weeks

Fall Session – Begins the 3rd week of August until the week before Christmas and lasts 17-18 weeks.

There will be no scheduled league play on Thanksgiving Day, and Christmas week until after New Year's Day. Pre-plays or makeup matches are required for the following Holidays:

Martin Luther King Jr. Day	Juneteenth	Indigenous/Columbus Day
Presidents Day	Independence Day/ 4 th of July	Veterans Day
Memorial Day	Labor Day	Mothers/Fathers Day

DOUBLE PLAY, MAKEUP MATCHES, PRE-PLAY, AND FORFEITS

DMV USAPL BYLAWS

A maximum of one double-play set and scheduling of one makeup-set is permitted per match night.

DOUBLE PLAY

To avoid forfeits in emergency situations, one team member may play twice (two sets) in a team match. The following stipulations apply:

- Only one duplicate player per team per night is allowed.
- The opposing team has the right to choose which player will play twice among all players that competed during the match. The opposing team must not choose a player which forces a team to go over the 2375 team handicap limit, if possible.
- Your team must notify the opposing team before the match starts that you intend to use a duplicate player.
- The team using a duplicate player must still pay the entire team fee.
- The duplicate player will only get credit for one week of play towards eligibility for USA Pool League state, regional, and national events.
- The duplicate player will get MVP points from the first set only.
- The duplicate player policy is only for local league play. Duplicate players are not allowed at the USA Pool League National Championships.

MAKEUP MATCHES

New teams, players, and roster changes will be allowed up to 4 weeks after the start of a session. Teams joining after the initial start will have up to 4 weeks from the time that entered to make up matches missed.

Any scheduled makeup-match must be completed in the following 2-weeks, or the makeup match will be forfeited. * If an entire team's 5 matches are forfeited in a match, the opposing team will receive 600 points or the average of their end of sessions score, whichever is greater.

Teams who have less than 3 players on a league night, must give advance notice to their Division Rep. and/or the opposing Team's Captain a minimum of 24 hours prior to the start of their division's start time. If a team fails to give this advanced notice, they will be penalized 50 points per player they are short, and their opposing team will receive 125 points per forfeit.

Traveling at times of severe weather is dangerous, and the League Operator and Division Reps will cancel the league matches accordingly. Makeup matches will be allowed during inclement weather at the discretion of the League Operator or Division Rep on a case-by-case basis.

Scheduling of make-up matches are not permitted in the final 6-weeks of a session, unless approved by the League Operator

***Make up matches are due within 2 weeks unless approved otherwise by the League Operator.**

PRE-PLAY

Pre-play sets or entire matches are permitted up to 2 weeks in advance. The opposing team must make every reasonable effort to honor these requests, provided the reasons for pre-plays are for non-ordinary situations or for regular Holidays.

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Pre-play sets or matches need to be scored on paper scoresheets. Paper score sheets are available through your Division's Rep and on the local league's website, www.dmvpool.com

FORFEITS

Forfeits are worth 125 points, rather than the CSI default of 200 points. Forfeits will be updated by the league operator through the LMS system post-submission of scores. This is to prevent substantial skewing of standings due to forfeits.

TEAM/ DIVISION GUIDELINES

All Teams will be made of up to 8-players on a roster and 5-sets per league play. All divisions will be played at a GOLD TIER of 2,375 Fargo per 5-sets*. Teams will incur penalty points against their team's total score, per Fargo point over the 2375 threshold.

For example, if a team plays a Fargo lineup adding to 2450, there will be a 75-point penalty to the team's overall score.

All game formats are short races. DMV-USAPL will only offer league formats which are supported at the National Tournament level.

The minimum division size is 4-teams – the maximum number is 16-teams.

*Exceptions, based on league operator approval, may apply to new divisions that do not meet the standard guidelines. Teams from these divisions may have a 6-players on a roster and 4-sets per league play. These divisions will be played at a GOLD TIER of 1,900 Fargo per 4-sets. Teams will incur penalty points against their team's total score, per Fargo point over the 1,900 threshold. Divisions under this format, may or may not meet the prize fund threshold to guarantee a spot to Vegas. How a division's money is given back to the division is by the discretion of the League Operator.

LEAGUE DUES AND PAYMENT

TEAM PAYMENTS

Weekly Team Fees are \$65 per week, or \$13 per player (5 players per weekly match). There are NO Annual Membership Dues.

Team Captains are responsible for making payment the night of play to their Division Rep. or whoever the Division Rep., assigns this duty to. **Again, the full amount of \$65 is due every week regardless of scheduled make-up sets and matches.**

If a team fails to pay the \$65 dues for the league match the day of, they will not earn bonus points for their team. If the team does not pay before the following league scheduled match, they will be suspended from play and their matches forfeited until payments are current. No makeup matches will be permitted in this case.

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In the event there is no league play on a scheduled date due to uncontrollable external circumstances or acts of god, that week's payment is due the next scheduled league play and before making up those matches.

Reminder that make-up sets and matches are due within 2 weeks unless approved otherwise by the League Operator. Please refer to section "Makeup Matches, Pre-play, and Double Play" for more information.

PAYMENTS BY DIVISION REPS.

Weekly league fee collections are due within 6-days (the day before the next match date) after a division's match play. If the league fees are not deposited by this time, that division's league will be suspended from play.

If this occurs, the Division Rep will be relieved of their role and restricted from playing in the USA Pool League indefinitely. In this event, a temporary or new Division Rep will be assigned to assume the role in that league immediately and league play may resume the following week. Make up matches will be allowed for suspended league play.

Payment methods from Teams to Division Reps is at the Division Rep's discretion. **Division Reps are fully responsible for the league funds in their possession regardless of circumstances.**

METHODS OF PAYMENT: DIVISION REPS TO LEAGUE MANAGER

1. Deposit into a local league bank account. If one is not within a 2-mile radius to the venue, we will establish one at the next nearest bank.
2. Digital payments through Venmo, CashApp, Zelle, Apple Pay, and Facebook Pay, are currently accepted.
3. Cash handoffs are disallowed unless approved by the League Operator.

Division Representatives earn \$750 toward travel expenses for the USAPL National Event and play in their divisions for free. (Minimum two consecutive sessions per year to qualify)

PLAYER PRIZE FUNDS-SECURE AND TRANSPARENT

DMV-USAPL takes transparency and accountability of the League's Player Prize Funds very seriously.

The League's Player Prize Funds are deposited into the CSI's Escrow Account monthly to be released when awarding predetermined prizes and awards. DMV-USAPL will from time-to-time provide Official Audit Reports to the players.

DMV USAPL BYLAWS

Breakdown of each Team's Weekly Dues of \$65 is as follows:

- \$40-Player Prize Fund in Escrow
- \$25- The remainder is allocated between the CSI National Office and the League Operator's fees. This allocation is predetermined by the CSI National Office and DMV-USAPL and the League Operator collectively, has no ability to make changes to this allocation.

BONUS POINTS AND PENALTY POINTS

100-bonus points are awarded to each Team when their match's score sheets are properly submitted at the conclusion of their last match.

100-bonus points are awarded to each Team when they pay the weekly match fee of \$65 the day of their match, payable to their Division's Rep or whoever they assign to the duty. It is the equal responsibility of the Team and the Division's Rep to ensure payments are made and collected on the day of play. In the event, the Division's Rep fails on their duty to collect league fees from a team, the team may hold that day's league fees for later collection without penalty.

50-penalty points are applied to a player's match or a Team's overall score for unsportsmanship-like conduct. Please refer to the **Sportsmanship and Etiquette** Section for details.

50-penalty points are applied to Teams who have less than 3 players on a league night *and fail to give advance notice* to their Division Rep. and/or the opposing Team's Captain a minimum of 24 hours prior to the start of their division's start time. If a team fails to give this advanced notice, they will be penalized 50 points per player they are short, and their opposing team will receive 125 points per forfeit.

TEAM AND PLAYER ELIGIBILITY FOR VEGAS NATIONALS

REGULAR LEAGUE DIVISION PLAY

Requirements:

1. A team must play a minimum of Summer and Fall sessions to be eligible for the subsequent years' USAPL National Event. When a team plays in the whole session (Winter, Summer, Fall), the yearly rankings will be based on the greater result of Winter or Summer session plus the Fall session. If a new team joins in the Fall session, their Fall session's performance has no bearing on that year's or next year's ranking or Las Vegas eligibility.
2. All teams must be paid in full for scheduled matches and remain in good standing.

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For additional team and player eligibility requirements for USAPL Vegas Nationals, please see pages 14-15 in the Official USAPL Player's Handbook or ask for more information from the League Operator at dmv@playusapool.com or from your Division's Rep.

SELF-FUNDED ENTRY FOR TEAMS AND SINGLES-NATIONAL CHAMPIONSHIP

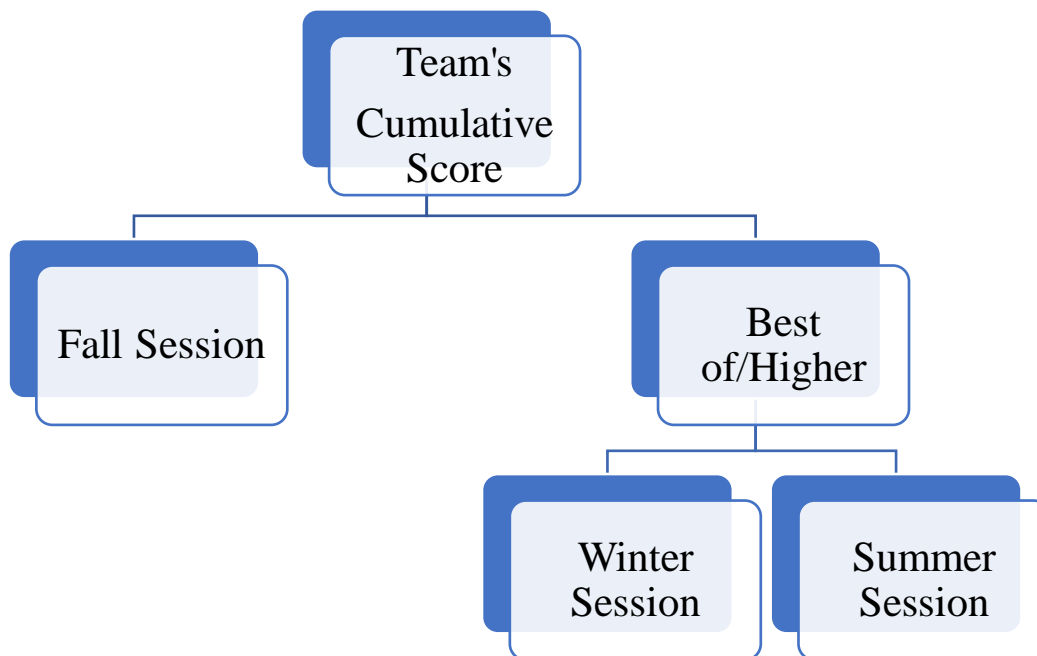
Any active league team or individual Player, who is eligible to play at the USAPL Vegas Nationals, are welcome to pay their own way and compete even if they did not win a trip through their League Division or other trip earning event.

For additional team and player eligibility requirements for the USAPL Vegas Nationals, please see pages 14-15 in the Official USAPL Player's Handbook or ask for more information from the League Operator at dmv@playusapool.com or from your Division's Rep.

END OF YEAR DIVISION STANDINGS: RANKINGS PROCESS

The Teams' Final Division Rankings within a single division, will be ranked by total team points at the end of the year from the LMS system. Final Division Rankings will be based on the cumulative team points from two seasons of play. Please see image and example below.

Team's Cumulative Points = Fall Session+ Best of Winter Session or Summer Session Play



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Example:

Winter Session	
Team	Total Points
Straight 8	7298
Winners	6554
Lag & Brag	7074

Summer Session	
Team	Total Points
Straight 8	7095
Winners	7997
Lag & Brag	6074

Fall Session	
Team	Total Points
Straight 8	7941
Winners	7056
Lag & Brag	8395

Cumulative Team Points

Straight 8:

7941 (Fall) + 7298 (Winter) = 15,239

Winners:

7056 (Fall) + 7997 (Summer) = 15,053

Lag & Brag:

8395 (Fall) + 7074 (Winter) = 15,469

Thus, available Vegas spots applicable to a division will be given in the order of Final Division Rankings. End of the Year Final Division Rankings for the example above is as follows:

Final Division Rankings

1. Lag & Brag
2. Straight 8
3. Winners

SENDING TEAMS TO VEGAS

All League Player’s Prize Funds will be allocated back to players, post expenses such as Trophies, Division Rep Fees, Meritorious Player Awards, Etc. The Player’s Prize Fund allocation is predetermined by the National CSI Office, and your local League Operator has no ability to increase/decrease the allocation of league fees received.

A Team’s National Vegas Prize is \$6,625.00. \$6,000 will be given to a winning team to split evenly and equitably. \$625 is the cost of the Team’s entry fee for the USAPL National Team Event. The \$625 entry fee is paid into the Tournament regardless of if a winning team attends or not. The \$6,000 in travel expenses will be paid to a winning team regardless of if the team attends the USAPL National event or not.

The objective is to use the prize money to send the maximum number of teams within their division, based on their End-of-Year Final Division Rankings, which are made up of cumulative points based on the required Fall session + best of Winter/Summer session play. Minimum one team from each Division who are eligible will be guaranteed a Vegas National Prize. More spots may be given to a division based on their division’s contribution and may change on a yearly basis due to changes in division size. This process applies and is based on Divisions with a minimum of 6 teams or more. National Vegas Prizes can only be guaranteed to divisions with a minimum of 6 or more teams. *

The leftover prize money of each division that does not meet the threshold to cover another Team National Vegas Prize of \$6,625, will be merged among all divisions within the same game format. The combined leftover prize fund will be used to award the maximum number of National Vegas Prizes. These spots will be awarded based solely on the cumulative point rankings of the aggregate pool of teams within a game format (excluding teams already awarded). See example below.

Example: Please note that numbers used are for modeling purposes only, and do not reflect actual League prize funds.

	Division 1	Division 2	Division 3
Number of Teams	14	6	10
Total Prize Fund After Expenses	\$15,000	\$8,000	\$12,000
Vegas Spots Guaranteed (6625)	2 Spots	1 Spot	1 Spot
Leftover Prize Money-post guaranteed spots	\$1,750	\$1,375	\$5,375

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All teams from Division 1, Division 2, and Division 3 will be merged into one pool (excluding guaranteed winners) and will be ranked based on the cumulative points of Fall + Best of Summer/Spring session play. Extra spots available will be given to the highest-ranked, and down the list.

Combined leftover Prize Fund: $(1750+1375+5375)= \$8500^{**}$

Thus, there is 1 more EXTRA spot available, given to the next highest cumulative points ranking team in the merged pool. This will be determined by data from the LMS system, and the same End-of-Year Ranking Process outlined in the previous section.

*Divisions under 6 teams, do not meet the prize fund threshold to guarantee a spot to Vegas. Divisions under 6 teams may or may not have enough funds at the end of the year to send one team to Vegas. How a division's money is given back to the division is by the discretion of the League Operator. This may include:

- Subsidizing a team's spot to Vegas.
- Divisions under 6 teams, also may be merged with other divisions funds of similar size.
- Opportunity to be sent to Vegas through the combined leftover prize based on their final division rankings in the merged pool of divisions within the same format.

SPORTSMANSHIP AND ETIQUETTE

USAPL strives to make the league fair and fun for everyone. This includes promoting and fostering an environment in which sportsmanship and pool etiquette are of top priority. Official conduct reports can be submitted via dmvpool.com website. Reports must be submitted for official review from the League Operator. All final decisions and penalties are up to the League Operator's sole discretion. See chart below for local DMV USAPL Pool League practices.

In addition to the chart below, sportsmanship guidelines in the OFFICIAL RULES OF CUESPORTS INTERNATIONAL (pgs. 38, 72, 100) are applicable to local DMV bylaws. Please see the Official Rulebook for further information.

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	General Practice	Examples	Penalty
Tier 1	<ul style="list-style-type: none"> - Unsportsmanship-like conduct. - Generally viewed as negative or bad etiquette in the sport of Billiards. 	<ul style="list-style-type: none"> - Abusing equipment, to include your own and others. - Sharking your opponent. - Intentional Slow play of game. -Walking away during an opponent's shot. - Playing in a deigning way to your opponent or the game. 	Official courtesy warning given by League Operator or the Division's Rep.
Tier 2	<ul style="list-style-type: none"> - Subsequent and recurring issues of Tier 1 - Overly combative or showing inability of self-control. 	<ul style="list-style-type: none"> - Subsequent offences after a Tier 1 warning. - Mouting off to the Division Rep. - Using verbal or profane language to league members. 	50-point deduction for the team of the individual causing the infraction, for the applicable week.
Tier 3	Established Pattern of Bad Behavior.	-Repeated issues of bad sportsmanship and impeding the league's ability to run a smooth and ordinary operation.	50-point deduction to the team, and Official Final Warning given by League Operator or the Division's Rep.
Tier 4	Zero -Tolerance Behaviors	<ul style="list-style-type: none"> -Sexual harassment. -Discriminatory harassment. -Physical altercations. - Subsequent issue after Final Warning. 	Permanent ban from DMV - USAPL Leagues.

DMV USAPL BYLAWS