

DMV-USAPL Local League Policies & ByLaws

Disclosure: All decisions and processes outlined below are subject to change at any time by discretion of the League Operators.

The explicit policies in the following local by-laws supplant duplicate policies or, in absence thereof, default to the policies and rules in the USAPL Official Player's Handbook.

Any deviation from these Policies & ByLaws at the division level must be discussed with and approved by the League Operator prior to being instituted.

DMV Pool LLC, the League Operator of USAPL in DC, MD, VA, provides a fair and fun pool league for all amateur players. We use the Fargo Rating System to create fair matches between Amateur Pool Players.

It is our franchise's vision to sponsor as many players as possible to experience the incredible CSI National Event held in Las Vegas. To that end, the prize fund generated by our divisions will be used to sponsor the maximum number of local Teams and Players to participate in the USAPL National Championship Tournament. Prize funds are held in escrow, transparent, and guaranteed. We hope to grow with you and deliver a well-run, transparent, competitive, fair, and fun pool league.

Watch Professionals from all around the world compete in the Predator World Championship run alongside the USA Pool League National Championships! It's all under the same great event organized by Cue Sports International.

Contacts and Resources

League Operators:

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Emails:

Local League Operator: DMV@playusapool.com

Submit Rosters: info@dmvpool.com

FargoRate Support: Support@fargorate.com

Websites:

DMV - USAPL League Operator website: www.dmvpool.com

USAPL National website: www.playcsipool.com

USAPL Race Calculator: <http://usaplraceto.azurewebsites.net/>

League Management System (LMS): <https://lms.fargorate.com/publicreport/alldivisions>

- click VA
- click DMV Pool USAPL League
- click on the current year

Summary of major changes:

2026-2027 Changes:

- (Pages 4-5) Updated session lengths for 2026 competitive year
- (Page 11) League Operator process for correcting scoresheets when submitted scores don't match
- (Page 13) Costs for additional services (player/team fargo review, score review, match protest)
- (Pages 14-16) Additional clarifications for illegal break, ball in hand placement, and use of Magic Racks

2025-2026 Changes

- (Page 10) Roster changes communicated less than 24 hours in advance of the scheduled start of league play are not guaranteed to be processed before league play starts.
- (Page 11) Penalty for a team dropping out of a division after the first four weeks of a session.
- (Page 12) Bonus Points lost for improperly submitted scoresheets
- (Page 12-13) Bonus Point buy-back process
- (Page 14-15) Illegal Break Clarification for 8-Ball vs. 9-Ball and 10-Ball
- **(Page 20) Prize fund distribution process and timing**
- **(Pages 21-22) Team Playoff fees, eligibility, and seeding**

REGISTRATION & SIGNUPS

New teams and individuals can sign up via our website www.dmvpool.com or by emailing rosters to info@dmvpool.com.

Existing teams have priority to re-register until 2-weeks before the end of a session. Teams on the waiting list will replace any available team slots.

Cut-off for roster changes is after the 4th week of a Session's schedule. Special exceptions may be made for new/developing divisions. In addition, exceptions may be made with League Operator approval for individual circumstances such as (but not limited to) family, medical, work, or military related occurrences.

Email any roster changes to info@dmvpool.com.

SESSIONS & SCHEDULES

There will be 3 sessions per calendar year. Winter - Summer - Fall

Change for 2026 competitive Year: The Summer and Fall sessions will be 15 weeks instead of 16 weeks. We are making this change for several reasons:

1. The competitive year will conclude at the end of October, which will allow additional time for sponsored teams and MVPs to make plans to attend the USAPL National Event.

2. The League will have additional time to ensure all teams and MVPs are officially registered prior to the registration deadline for the National Event, which reduces change fees for everyone.
3. In future years, the league will have additional schedule flexibility to account for holidays, playoffs, and special events.

Winter Session (16 weeks): Begins Mid–December, ends Early April.

Summer Session (*15 weeks): Begins early April, ends mid/late-July.

Fall Session (*15 weeks): Begins late-July and ends late-October.

Playoffs will be scheduled November through early December.

*To ensure the three sessions have an equitable amount of points, Summer and Fall sessions points will be prorated to 16 weeks.

Pre-plays or make-up matches may be required for the following Holidays:
Martin Luther King Jr. Day, Presidents Day, Mothers' Day, Memorial Day,
Fathers' Day, Juneteenth, Independence Day, Labor Day, Columbus Day, and
Veterans Day

No play will be scheduled for Thanksgiving Day and weekend following. We will make every effort to avoid scheduling matches from Christmas Eve through New Year's Day.

TEAMS & DIVISIONS

Teams for standard divisions have rosters of up to 8-players and play 5 sets per scheduled match.

Team handicap limits for USAPL's Gold Tier is 2375. Team handicap limits for USAPL's Platinum Tier is 2750. Teams will incur 1-penalty point per Fargo handicap over the Tier Fargo limit in a scheduled match.

Sets will be played in the Short-Race format using the USAPL's Race-To-Calculator. Exceptions can be made only with the approval of the league operators.

The minimum division size is 4-teams - The maximum size is 16-teams.

TEAM FEES & PAYMENTS

There are NO annual membership fees for USAPL Divisions. Annual membership dues are required for BCAPL and BCA/USAPL dual-sanctioned divisions.

The Standard Weekly Team Fee per scheduled match is \$65*. Your Division Rep will coordinate acceptance of cash and/or digital payment.

The full amount of weekly fees (\$65 for standard leagues) is due every week regardless of scheduled make-up matches or forfeits.

Team Captains are responsible for making payments to their division's Rep. in a timely manner. Scores must be submitted by 2AM.

If a team fails to pay the full \$65 the day of a match, they will forfeit bonus points for their team. If a team fails to pay before their next scheduled match, they will be suspended from play and their matches will be forfeited until all payments are current. No make-up matches will be permitted in this case.

In the event of league cancellation due to uncontrollable circumstances or acts of God, those payments are due the next scheduled league play.

Exactly \$40** of the \$65 match fees enter the League's Player Prize Funds and are securely deposited into the National Escrow Account until awarding prizes.

*Weekly dues may be adjusted for divisions with prior approval from the League Operator.

**If weekly fees differ from \$65, a different amount enters the Player Prize Fund

DIVISION REPS. BENEFITS/DUTIES

Division Reps play an essential role in the league and are the backbone of a well-run league operation. For standard divisions of 6 teams or greater (i.e. 5-players per night, \$65 weekly dues, 48 weeks per year, etc.), Division Reps who fulfill their role for a minimum of 2 consecutive sessions per year are awarded benefits that may include free/reduced weekly play and travel assistance to the Las Vegas National Event. A separate Division Rep guide provides more details on their responsibilities.

Weekly league fee collection payments are due to the League's Operator within 3-days of a division's scheduled match*. If full payments are not submitted by the league's next scheduled match, that division's league will be

suspended from play. Furthermore, the Division Rep will be relieved of their role and restricted from participating in USAPL. In this event, a new division Rep will be assigned and league play will resume. Make-up matches will be permitted in this case.

***NOTE:** Bonus Points are awarded when payments are made to the league operator within 24 Hours

Division Reps are fully responsible for the league funds in their possession regardless of circumstances.

FORFEITS

Individual set forfeits during the regular season are scored 125-0 points.

A full-match forfeit is worth 600 points for 5 sets (standard divisions) and 360 points for 3 sets (Ladies Divisions).

Individual set forfeits during the playoffs are scored 200-0.

DOUBLE-PLAY

To avoid forfeits, one team member may play twice (2-sets) in a team match. In this event, **the opposing team must be notified prior to the start of a match and have the choice of selecting which player double-plays**, although, they shall avoid selecting a player which forces the double-play team over the 2375 team limit (unless both teams agree otherwise). A double-player receives only one week of credit towards USAPL Nationals eligibility. A double-player receives only 1 set's worth of MVP points. **NO double-plays are permitted in**

the final 4 weeks of a session's schedule unless expressly approved by a league operator.

MAKEUP MATCHES

Entire makeup matches may be scheduled per weekly league play for an official holiday listed above in the Sessions & Schedules Policy or due to inclement weather and must be completed in 2 weeks before matches are forfeited. Teams must announce the possibility/need for makeup matches as early in the night as possible. Makeup matches are not allowed if a player is "sent home".

No makeup sets can be scheduled after the 6th week of a session unless approved in advance by a league operator. Makeup matches must be completed within 2 weeks before matches are forfeited. Flexibility will be provided to teams/players participating in CSI regional and national events. In addition, flexibility will be granted for other events with prior league operator approval. Examples of situations which will qualify for League Operator approval include player safety (e.g. severe weather conditions), unexpected changes to venue availability, and widespread health issues (e.g. pandemic).

If a team has players available to play sets, those players must play. If a team has 5 players present, there is no option of a makeup match. Even if the 5th player exceeds the 2375 cap for the team, the team must play the 5 players present or accept a forfeit.

PRE-PLAY

Pre-play sets and matches are permitted up to 2-weeks in advance. The opposing team shall make every reasonable effort to accommodate. If teams

request that a match be moved up in the league schedule for a pre-play, the full weekly dues (\$65 for standard leagues) is required to be paid on the date the match is listed to be played. **If the match is not moved in the schedule, payment is due on the regularly scheduled date of the match.**

FIRST FOUR WEEKS

Roster changes are allowed in the first 4-weeks of a session without special approval by the League Operator. **Roster changes beyond the first 4 week require league operator approval. Special circumstances include (but are not limited to) military deployment, medical issues, employment change, and relocation.** All Roster changes must be submitted via email to info@dmvpool.com.

Roster changes communicated less than 24 hours in advance of the scheduled start of league play are not guaranteed to be processed before league play starts.

A new team filling a bye spot is able to join in the first 4 weeks of a new session. The newly joined team will have 2-3 weeks to make up for missed matches.

If your entire team is a "no-show" on a scheduled league night without advanced notice, your team will be removed from the division and your team/players banned from participating in USAPL unless the entire team's session league fees are paid in full.

AFTER FIRST FOUR WEEKS

If a team drops out of a division after the 4th week of play, the team is responsible for weekly dues for the remainder of the session. Until payment is made, all members of the exiting team will be suspended from playing in any/all DMV-USAPL/BCAPL events.

BYE WEEKS AND UNEVEN SCHEDULE

Bye week points are calculated by taking the average of that team's cumulative end of session score. The calculated average will be inserted for each bye week.

EARN UPTO 200 WEEKLY BONUS POINTS

Submit your scores on time

100 points awarded: **Properly** submitting score on time.

Both teams of a match are required to submit a scoresheet by the end of the scheduled night of play (by 2AM). It is up to the teams to verify matching scores before submitting. Non-matching scores will be updated at the League Operator's discretion.

When submitted scores do not match, the home team's scores will be used. Captains can request a review from the League Operators via email (dmv@playusapool.com) at a cost of \$40 per match. No matches can be disputed more than 2 weeks after it is completed. In the event a dispute cannot be resolved, the league operator will make the final decision.

If for any reason your team is unable to submit scores in a timely manner, please message your division Rep and/or USAPL League Operators prior to the normal submission deadline.

Improperly submitted scoresheets

Improperly submitted scoresheets include (but are not limited to) the following:

- Game scores and/or player matchups not matching
- Intentionally misrepresenting scores
- Scores not submitted by the 2AM submission deadline stated above

Improperly submitted scoresheets may result in **0 bonus points**.

Payment on time

100 points awarded: Team fees (\$65) paid night of play **AND** Division Rep submits payment, within 24 hours.

Team payments of \$65 are due every regularly scheduled match regardless of makeup sets or matches. It is the equal responsibility of a team and division Rep to ensure payments are made and collected, respectively.

Additional Services and Fees

Bonus Point Buy-Back

Teams have the option to “Buy Back” lost bonus points as follows:

- Each set of bonus points may be bought back for **\$30 per 100 points**.
- A maximum of 200 bonus points may be bought back per session
- Teams have 2 weeks to submit payment to buy back bonus points
- Teams can buy back points until the final 4 weeks of each session.

- Funds raised through bonus point buy back is forwarded to the division prize fund and/or franchise MVP fund (i.e. 100% of these funds are disbursed to players)

Player/Team Review Request

The DMV USAPL League Operators review fargo ratings for players under 200 robustness at least once per year.

Players/Captains/Teams may request an out-of-cycle review of a player's performance and fargo by submitting a request to info@playusapool.com. The fees for a performance/fargo review are **\$20 per player** or **\$100 per team**.

Match score review

A team may request a review of scores of a submitted match via email (info@playusapool.com) at a cost of **\$40 per match**. No matches can be disputed more than 2 weeks after it is completed. In the event a dispute cannot be resolved, the league operator will make the final.

Match Protest

A team may formally request to protest a match by emailing info@playusapool.com. The fee for protesting a match is **\$50 per match**.

RULE CLARIFICATIONS

This section describes rule clarifications for DMV USAPL.

1. Restoration of a Disturbed Ball

If a disturbed ball has no effect on the outcome of the shot (i.e. does not result in a ball-in-hand foul), your opponent has the option to leave the disturbed ball where it came to a rest or to restore it to its original position before the next shot. If your opponent elects to have the ball restored, it may be restored by a referee, your opponent, or you with the opponent's permission. In the event a mutual agreement by players cannot be reached, the division rep will have the authority to replace the ball closest to its original location as s/he deems upon investigation. Please keep in mind that the intent of restoring a disturbed ball is to restore its original position and should not be taken as an opportunity to gain an advantage.

2. 10-Scoring: Incidental Balls

When a player legally pockets the lowest-numbered ball in the intended pocket and, on the same shot, pockets a different ball (an "incidental ball"), the player gets credit for all balls pocketed. The "incidental ball" is not considered a dead ball. The 10 Ball is never an "incidental ball". Any time the 10 Ball is pocketed on a shot where it is not called, the 10-Ball is spotted.

3. Illegal Break Clarification

- 8-Ball - an illegal break results in the opposing player having the option to re-rack and break or having the original breaker re-rack and break

- 9-Ball and 10-Ball - an illegal break results in a **ball in hand foul** to the opponent. An illegal break includes when the cue ball misses the entire rack. There is no option for a rerack and rebreak.
- If a player intends to soft break (regardless of format), they must notify their opponent.

4. Picking up or placing Ball In Hand

- When you have ball in hand, you may use your hand or your cue, to position the cue ball. If you use your cue to place the cue ball, any action that would be a legal stroke will be considered a shot, and must meet the requirements of a legal shot or it is a foul.
- Once you have picked up or moved the cue ball to take ball in hand, it remains in hand until it is contacted by the tip on your next stroke. You may place the cue ball, pick it up or move it again, and replace it successive times until you take that stroke.
- When you are picking up or moving the cue ball the first time to take ball in hand, it is a foul if any object ball is disturbed while in the act of taking ball in hand. You may request that a referee pick the cue ball up for you immediately after a foul.
- When placing or moving the cue ball, it is a foul if you touch or disturb any object ball with the cue ball or your hand that holds the cue ball. Your "hand" is defined as including the wrist up to a point where a wristwatch would normally be worn. Your opponent has no restoration option.
- In rotation games (9-Ball and 10-Ball) situations occur when a player scratches while making the game winning ball. In those situations, the game winning ball is spotted and the opponent takes ball in hand. The

active player should take care to spot the game winning ball before taking ball in hand. If the player handles the cue ball and the object ball to be spotted with the same hand, it is considered a foul.

5. Use of Magic Racks

If a team/player elects to use a “magic rack” for a match, the following procedures must be followed:

- The use of the magic rack must be announced before the start of the match.
- The magic rack must be made available for use by all players throughout the match.
- A team may not prohibit the use of the magic rack so long as the stipulations above are met

SPORTSMANSHIP & ETIQUETTE

USAPL strives to make our league fair and fun for everyone. This includes promoting and fostering an environment in which sportsmanship and sport etiquette are of top priority. We ask that all Division Reps, Captains, and experienced players help educate new players on proper pool etiquette.

If a disagreement cannot be resolved between players and/or teams, players should consult the division rep. If disagreements or a lack of sportsmanship disrupt smooth league play the division rep can enforce the following penalties:

First offense: Warning

Second offense: Ball in hand to the opponent

Third offense: Loss of game

Fourth offense: Forfeit the set

These penalties could be accompanied by a loss of bonus points if no active set is in play at the time of the offense.

Any team found intentionally manipulating the final standings (e.g. sandbagging, incorrect scoring, dumping to opponents, excessive forfeits) risks facing penalties that could include removal from playoffs up to a temporary or permanent ban from USAPL.

When a formal complaint is made (via email to dmv@playusapool.com), the USAPL league operators will make every effort to conduct a thorough investigation to obtain a balanced and objective account of events. Any complaint involving physical violence will result in player suspension while the investigation is ongoing.

USAPL NATIONALS

The USAPL Nationals is an annual event held in late February to early March at the RIO Casino Resort in Las Vegas, NV.

This event includes both Team and Single player tournaments in 8-ball, 9-ball, and 10-ball formats.

TEAM/PLAYER ELIGIBILITY FOR USAPL NATIONALS

1. A player must play a minimum of 8-matches in any single session in a single division with the same team that qualified for USAPL Nationals and Division Playoffs.
2. A player must remain on any active roster the next session
3. A player must play 2 matches during the month of January prior to the National Event.

If teams need assistance with ensuring teams are qualified for the national event, please reach out to your division rep and league operator.

For additional USAPL Nationals Team/Player Eligibility requirements, please see pages 14-15 in the Official USAPL Player's Handbook which can be found on the DMV Pool website (<https://www.dmvleagues.com/support-us>) or the CSI website (<https://www.playcsipool.com/usapl-policies.html>).

LEAGUE SPONSORED TEAMS & PLAYERS

League Player Prize Funds are compartmentalized per division, in other words, each division's league fees are awarded back to the same division in prizes post Rep fees, trophies, merit awards, etc.

Each division's prize fund depends on the size of the division and the amount of the weekly league dues during the 3 sessions in the competitive year.

Prizes :

Sponsored National Team: Max \$6,825 - \$6,000 travel funds, \$625 for entry fee (Las Vegas), and \$200 for trophies. Travel funds of \$750 per player will be disbursed to each travelling team member. Excess funds not disbursed to the travelling team (i.e. a team that has less than 8 travelling players) can be redistributed to the travelling team members at the National Event.

Sponsored National Player (Singles): \$925 - \$750 travel funds, \$150 for entry fee (Las Vegas), and \$25 for trophy.

Sponsored National Team Prizes are awarded in order of priority in denominations of up to \$6,825 until this denomination cannot be met. Next, Sponsored National Player (Singles) Prizes are awarded in denominations of \$925 until this denomination cannot be met. Any remaining money will be used to subsidize additional team and singles prizes when possible. Over 95% of player prize funds will be distributed to the division in which it was collected.

Prize fund checks will be distributed as follows:

- *When the winning team submits their Vegas Travel Roster (name, email address and phone number) to info@dmvpool.com, checks in the amount of \$375 will be issued to each player on the travel roster.*
- *The remaining \$375 will be issued to players via check by League Operators at the Las Vegas National Event.*
- *The same process will be used for MVPs playing singles.*
- *If a team elects to substitute a player after submitting their Vegas Roster (and travel funds have already been disbursed), it is the responsibility of the captain to ensure that disbursed funds go to the correct recipient. The League Operators will not issue a replacement check to the new player.*

For full teams and MVPs electing to not attend the national event, the league operators may grant a special exception to send the team to a BCA regional event (e.g. Ohio, Louisiana, Texas, etc.). If the team attends neither the national event nor a regional event, half of the travel funds (\$375) will be disbursed to team members. The other half of travel funds will be returned to the player prize fund for that division. This may result in additional playoff teams and/or singles being sent from that division to national events.

PRIZE QUALIFICATION

(in order of priority)

END OF COMPETITIVE YEAR TEAM RANKINGS

Participation in the Summer and Fall session is REQUIRED to be eligible to win the Sponsored National Team Prize.

End of year standings are calculated by adding the higher of the Winter or Summer Session Team score to the Fall Session Team score. Over the course of a competitive year, it is natural for roster changes to occur. When calculating annual standings, points always follow the listed captain of the team. If the captain drops, then the points follow the team that includes at least 3 original team members. Other permutations should be discussed with a league operator.

TEAM PLAYOFFS

Team playoffs are held for all divisions at the end of the Fall Session. Each team must pay the equivalent of one week of league dues (\$65 for standard leagues) in order to participate in playoffs. This is a flat fee regardless of the number of playoff rounds played by the team. The entry for playoffs is due by week 12 of the fall session**.

For divisions where the prize fund affords a single Team Sponsored prize, a single-elimination playoff amongst all teams in the division will be held to determine the Sponsored Team.

When a division's prize fund affords multiple Sponsored Team Prizes, one team prize will be reserved for a playoff winner and the remaining Sponsored Team Prizes will be awarded to "Natural Winners". Natural winners are teams that finished highest in the overall annual standings. A single-elimination playoff will be held for teams who did not win through session rankings.

**Natural Winners will receive a refund for playoff entry fees.

Example:

If a division has 12 teams for 3 sessions and the prize fund supports 3 Sponsored National Teams, the 2 teams with the highest end of year rankings are deemed “Natural Winners” and automatically win Sponsored Team Prizes. The remaining 10 teams will then compete in a single-elimination playoff to determine the winner of the third Sponsored Team Prize.

Eligibility for Division Playoffs: In order to qualify for a playoff roster, a player must play a minimum of 8-matches in any single session and play a minimum of 4 matches in the fall session for the playoff team.

Playoff seedings will be determined by overall standings for the competitive year. It is important for teams to play hard all year because teams who finish higher in the overall standings **may** be awarded one or more byes in the single-elimination team playoff.

DIVISION SINGLES MVP AWARDS

Sponsored National Player Prizes (singles) will be awarded in the following manner:

- The Top Ranked Divisional MVP in each session is calculated by taking MVP Points earned and dividing by the number of weeks played during the session.
- The Top Ranked Divisional MVP from the winter, summer and fall sessions will playoff to determine the overall Division MVP. The player with the highest MVP point average will receive the first-round bye.

- Must play at least 8 weeks in the session in which they were the top ranked MVP to qualify, and must remain active within that division.
- If a player wins MVP in multiple sessions in the same division, they will qualify for MVP playoffs using the session with their highest average score. For the other sessions, the player with the next highest average will qualify.
- Number of Singles Prizes awarded depends on prize fund availability after Team Prizes are awarded. Not all divisions will have funding availability for MVP prizes.

SELF-FUNDED ENTRY FOR TEAMS AND SINGLES FOR LAS VEGAS NATIONALS EVENT AND OTHER REGIONAL EVENTS(OHIO, LOUISIANA, TEXAS, ETC.)

Any Team or Player who is eligible, may fund their own travel and tournament entry to compete at the National Event. Please contact your division Rep or League Operator for more information.

Find more information at www.playcsipool.com under the events tab for the year.