

REALLY SUPER IMPORTANT STUFF PERTAINING TO **YOUR 1ST WEEKS OF THE SESSION** **PLEASE READ!!! 😊 😊 😊**

MEMBERSHIP FEES

Membership fees (\$30.00) for ALL players – RETURNING PLAYERS AND NEW PLAYERS – must be paid before a player plays his/her first match. NO EXCEPTIONS. If you allow a player to play in a match, and he/she does not supply his/her membership fee that day/night, the new player's membership fee will be deducted from your submitted weekly dues, thereby resulting in a past due fee for your TEAM. This means your team would lose Bonus Points and would be held responsible for that player's membership fee, even if he or she never showed up again. Bottom line – when in doubt, contact the League Office before allowing a person to participate.

New players can create their accounts and pay online at join.poolplayers.com. Returning players just login to their APA accounts to pay their membership. If you go through the local league office to pay your membership, there is a \$1.20 convenience fee. It's recommended to just go straight to the APA site and pay that way to save yourself that extra \$1.20.

BONUS POINTS

Every week your team has the opportunity to earn two (2) Bonus Points for each match in 8-Ball, and fifteen (15) Bonus Points for each match in 9-Ball. In order to earn these Bonus Points, you must complete the following:

- A. Use the Scorekeeping App to score your match (← easiest option). OR -- Take a picture of your completed scoresheet and email or text it to us at nvpool@yahoo.com. A scanned version of the scoresheet is preferred, but not required. There are many FREE scan apps on cell phones. Our favorite is Adobe Scan. If you choose to just take a regular cell phone picture, make sure it's in a brightly lit area and avoid any background in the picture. For 9-Ball, we need a picture of both the *front and the back*. Deadline is 7pm on the day following league play.
- B. Pay the \$50 team fee (which amounts to \$10/person). **PAYMENT OPTIONS:**
 - (1) Paying by logging into your APA account (same place you go to print scoresheets). This is the easiest way. Anyone on the team can do it. Only the full team fee can be charged though. Deadline is 7pm on the day following league play.
 - (2) Pay by contacting the League Office at 775-443-8844 and giving us your credit card info. If one person is paying the entire amount, you must use option #1 above. However, if you need to split the amount between different members, you can call us and we can run the cards individually. This option will also be required if you have an odd amount of money due (such as a team credit or a past due fee). Deadline is 7pm on the day following league play.
 - (3) Mail payment to the League Office at 221 Shady Grove Lane; Dayton NV 89403. Payment must be received by 7pm on the day following league play, so you will need to mail payment in ADVANCE of the actual date of league play if you choose this option.

These Bonus Points add up fast and are often the difference for teams coming in high enough at the end of the session to qualify for Playoffs.

Regardless of the number of players who play each week, the team fee of \$50 is due in full each week. During the first 4 weeks of a session, if one player plays twice, it's up to the team regarding how to handle payment (for example, split the cost of the last match or make the player who played twice pay twice).

ROSTER CHANGES

Your team has the option of changing your roster during the first 4 weeks of the season. **As outlined in the Official Team Manual, for an added player to participate in a League match, the opposing Team Captain must be notified that you are adding or dropping a player BEFORE the match begins.**

During the first 4 weeks only, if a team has less than 5 players present (or if the 5 players present exceed 23 in skill level), a team may play ONE player on their team twice. The team must still meet the 23 rule. This is an exception that is permitted *only* during the first 4 weeks of the session. This rule exists to give teams a chance to finalize their rosters. **If a team chooses to take advantage of this exception, the Team Captain must inform the opposing Team Captain of who will play twice BEFORE the start of the match, that is, BEFORE even the first game begins.**