

Northern Nevada APA League Time Guidelines

At league-start-time plus 2-hours, teams **MUST** move match play to two tables IF two tables are available – even if only **ONE** team requests to do so. This rule is applicable to **ALL** host locations (with exceptions noted below).

Some related notes:

- **Some host locations (bars/taverns) only have 1 table, hence play cannot move to 2 tables.
- **Some host locations (bars/taverns) prefer to limit league play to only one table. That is their prerogative. Play can only move to 2 tables if the host location agrees.
- **At Coconut Bowl in Sparks, play must move to 2 tables at 7:15, regardless of start time. Coconut Bowl closes at 10pm. Whether the location is actually closed or not at 10pm, LEAGUE policy states that **BALLS** must be **OFF THE TABLE** at 10pm at these locations. **No exceptions.** Teams who violate this rule will lose **ALL** points earned that night. If all matches are not complete by 10pm, any remaining games will result in **ZERO** points for both teams for the unfinished game(s). The full \$50 team fee will still be required from both teams. This is clearly a situation everyone wants to avoid. Avoid slow play. Move to two tables as early in the night as possible, and definitely by 7:15pm at the latest.
- **Frontier Fun Center in Fernley closes at 11pm. The same policy stands in regards to losing points as described above, so teams should be very mindful about finishing on time. Therefore, especially when there are 2 matches at FFC, teams should move to two tables at the 30-minute-from-start-time-mark at latest. With 2 matches, teams should take turns using the 3rd table.

Questions?

Call or text the League Office at 775-443-8844.

Have fun. Meet people. Play pool.

