



UNITED STATES

PROFESSIONAL

POOLPLAYERS

ASSOCIATION

The Evolution of Pool™

Official UPA Team Guidelines 2026 Edition

1.0 Introduction

2.0 League & Member Dues

2.1 New Members

2.2 Membership Renewals

2.3 Nightly Dues

3.0 Team Captain Responsibilities

3.1 Team Names

4.0 League Night

4.1 Putting Players in the Box

4.2 Player Replay (formerly known as “Substitutions”)

4.3 Adding Team Players

4.4 Team Speed Limits

4.5 Point Splitting

5.0 Bonus Points

6.0 League Paperwork

7.0 Make-Up Matches

8.0 Forfeited Match Points

9.0 Team Drop Policy

10.0 End of Session

10.1 Tie-Breaker

10.2 Tie-Breaker (3 Way)

10.2 Prize Fund

Code of Conduct

1.0 Introduction

UPA Team Guidelines are consistent nationwide and are designed to produce fair, orderly, and challenging league night play for all UPA members. The UPA does not recognize, nor allow, variation(s), documents or local bylaw(s) of any kind.

2.0 League & Member Dues

2.1 New Members

Prior to participating in any UPA league and/or being added to any team roster (8 max), new members must:

- Complete Membership Application
- Pay Membership Dues

2.2 Membership Renewals

Annual Membership Dues are required upon receipt of renewal notification. Players are not permitted to participate beyond membership without Renewal.

- Active Team Captains receive free Membership Renewals when captaining a team at time of annual Renewal.

2.3 Nightly Dues

Teams are collectively responsible for payment of Membership and Nightly Dues.

- Nightly Dues are still owed for forfeited matches (both teams).
- “Bye weeks” are never granted points, nor are Nightly Dues required.

3.0 Team Captain Responsibilities

Captains are responsible for all general communication, as well as ensuring that league night paperwork and Nightly Dues are properly submitted.

Nightly Dues are to be paid in full each league night, if not:

- Bonus Point deduction = 4 points.
- Teams must pay, in full, on their next scheduled night of play or team members will not be permitted to participate in any UPA league nationwide.

3.1 Team Names

All Team Names must meet the standards of ESPN and approved by UPA Corporate. Due to the nature of the UPA brand and future Nationwide Public Broadcasts (TV, Radio, Print, etc.), Team Names must be PR appropriate and always G-Rated. When a Team Name does not meet said criteria,

the Team Name will be changed immediately to a Team Name ID until an appropriate name is approved.

4.0 League Night

4.1 Putting Players in the Box

All matches are determined prior to beginning any match play without conferring with teammates. Matches cannot be changed once determined or shall be forfeited.

1. A Team that does not “put players in the box” within 15 minutes of Start Time automatically forfeits all matches.
2. Official League Paperwork will be distributed to each team and must include any correction(s) informing the opposing team of available players (max 8).
3. Competing Team Captains (or team member) flip a coin to determine who chooses a player to put in the box first. The other Captain then determines which teammate will play that player. Alternate process until all matches are determined (see 4.2, Replay).
4. Matches are to be played, as listed, on the Team Match Card. Both Captains may agree to play matches out of order, however they are never obligated.
5. Players must be present and ready to play when their match time has arrived or it may result in a Forfeit ([see UPA Rules](#)).

4.2 Player Replay (formerly known as “Substitutions”)

Only one (1) Player Replay is allowed, per team. This allows one (1) player to play two (2) matches. The opposing Team Captain has the right to determine which available player is to Replay (within Speed limit).

- Prior to “putting players in the box”, the Team Captain utilizing the Player Replay must inform the opposing Team Captain and announce available players from Official Team Roster.

4.3 Adding Team Players

Adding players to teams is at the discretion of the league operator. However, players can never be added to any team the final two (2) weeks of any session.

- A player cannot play for two teams within the same division

4.4 Team Speed Limits*

If a Team does not field enough players for all possible Matches, a Speed penalty occurs reducing the overall Team’s Speed limit:

- Collective player Speeds for five (5) Matches cannot exceed twenty-eight (28)
- Collective player Speeds for four (4) Matches cannot exceed twenty-three (23)
- Collective player Speeds for three (3) Matches cannot exceed eighteen (18)

- Collective player Speeds for two (2) Matches cannot exceed thirteen (13)

*Master & Modified divisions may differ.

NOTE: Any Match exceeding Speed Limit shall be forfeited. It is the responsibility of Team Captains to ensure that proper Speed Limits are enforced.

4.5 Point Splitting

Every match is worth 10 points. The player with the lower Speed has an opportunity to steal three (3) points even when they lose matches. If the player, with the lower Speed, wins half their games they steal three (3) points from their opponent.

- The player with the higher Speed can never “steal points”
- Point Splits never occur for equal Speeds/[Races](#)

5.0 Bonus Points

Teams have the opportunity to receive up to ten (10) Bonus Points on league night based on performance in the following areas:

- 2 points = Starting on time/No Make-up Matches
- 4 points = Membership/Nightly Dues paid in full
- 4 points = Accurately/completely submitting all paperwork

6.0 League Paperwork

All completed Match Cards and Scorecards must be appropriately signed/dated and properly submitted to the responsible league representative. All submitted paperwork is considered final and is always subject to review by the LO and must meet UPA Corporate Office requirements.

NOTE: First/Last names must be included on all paperwork along with printed signatures.

7.0 Make-up Matches

When a League Operator (LO) determines that a Make-up Match is appropriate, completed Scorecards must be submitted to UPA Corporate within fifteen (15) days of the original match date or shall be forfeited. Both Teams involved in any Make-up Match shall incur a Bonus Point deduction for not playing the originally scheduled Match.

NOTE: Make-up Matches are never permitted for the last two (2) weeks of any session.

8.0 Forfeited Match Points

- Individual Player Forfeits = 10 points
- Entire Team Forfeits = 7 points per match (+ Bonus Points)

Any team(s) receiving a forfeit must pay Nightly Dues as normal

9.0 Team Drop Policy

When a Team Drop occurs:

- LO is to contact UPA corporate and discuss best option moving forward.
- Dropped team forfeits all future matches as well as any claims to Prize Fund.
- Dropped team players are subject to suspension from UPA leagues nationwide.

Division Options (3):

- Division continues with respective team forfeits (see 8, *Nightly Dues*)
- Division ends with PF being paid out according to current official standings (dropped team does not receive any PF).
- Division ends with PF being forwarded (added) to the new respective division

League operator shall review the division with corporate to determine the best option for players.

10.0 End of session

10.1 Tie-Breaker

In the event of a tie between teams in a paid spot, team captains may choose to split the prize fund, OR, play (1) match between two (2) players to determine the winning team. A coin toss shall determine which Team Captain is to put a player in the box first. The chosen players will play one (1) standard match to determine the winner. The winning team receives (1) bonus point thus breaking the tie. (Results of the match shall be reported to corporate so that standings can be updated accordingly).

10.2 Tie-Breaker (3 Way)

In the event of a tie between 3 teams in a paid spot, each team shall select a player to enter into a "Playoff." The team with the highest Bonus Points, if not applicable than a random draw shall take place for the bye. The bye shall play the winner of the other two players in one standard league night match. The final winner of the Playoffs is to receive the Prize Fund.

10.2 Prize Fund (PF)

All PF is consistent nationwide and shall be paid at the end of each respective session (within 1 week)

without the use of playoffs, “additional matches.”

Official [UPA Prize Fund](#) payouts are public information and are always available on our website.

Code of Conduct

UPA members are expected to know and follow all [UPA rules](#), policies, and guidelines. Members will conduct themselves in a manner consistent with UPA ideals and will work to represent the UPA in a professional and courteous manner. Any member that disrespects UPA Corporate Staff, Representatives, fellow members, or host venue staff is subject to immediate suspension, loss of Prize Fund and/or Membership.