



Connecticut APA Local Bylaws

(REVISED 2/27/19 – Effective Beginning Summer Session 2019)

Captains: Please bring the Official Team Manual and these bylaws with you to your league matches and use as necessary.

Office Hours: Monday – Friday: 9:00AM – 5:00PM Saturday & Sunday: Closed

Contact Info:

Mailing Address: P.O. Box 1290, Enfield, CT 06083
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Every captain should have the current APA Official Team Manual. Call our office to request one or download a digital copy to your phone or device at poolplayers.com or ct.apaleagues.com.

Office Staff:

Bruce & Ann Barthelette (League Operators): bruce@ctapa.com
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Area Managers: If you have a question on league night you may contact your Division Representative listed on the top of your scoresheet. If you are unable to reach your Division Representative, please contact an area manager listed below.

Area Manager	Area(s)	Contact Number
Joan Thole	Putnam, Danielson	(860)-428-9144
Marco Almeida	Cromwell, Newington, Manchester	(860)-209-1800
♥	New Haven, Milford	
Ken Hessler	Groton, New London, Norwich	(860)-912-8664
Jeremy Deprey	Bristol, New Britain, Middletown	(860)-620-2692
Bryan Palacio	Simsbury, Manchester	(860)-306-4221
Matt Vining	Windham	(860)-634-7374

We aim to provide outstanding customer service. While notes and messages on your scoresheets are welcome, it is always best to call the office and speak with a member of our staff. If you have a formal sportsmanship or handicap complaint, please go to our website at ct.apaleagues.com and fill out the appropriate form. Our staff will always treat you with courtesy and respect. We expect our players to treat our staff in the same way.

1.) Captain's Responsibilities:

- a. Know the rules in the Official Team Manual and the CTAPA local bylaws. Team Captains are encouraged to bring a copy of these bylaws and the Official Team Manual to all league matches. The Official Team Manual can be found online at Poolplayers.com and the bylaws can be found on your APA Pool League app or on our website, ct.apaleagues.com.
- b. Be responsible for the conduct of the team members and associates during league play.
- c. Print scoresheets for weekly matches or assign the task to a member of the team. Be responsible for collecting team dues and making a timely payment to the League Office.
- d. Read notices sent to captains and keep players informed. These may include schedule changes, newsletters, or tournament announcements.
- e. Make sure team members are present and ready to play at the appointed time.
- f. Make sure the paperwork is filled out completely, accurately, and legibly. Please total all innings. Make sure it is signed by both Team Captains or a representative from the team.

2.) Printing Scoresheets:

- a. Each team is asked to print its own score sheet each week by having a team member log in to his or her Online Member Services account or the APA Pool League app. **league.poolplayers.com**
- b. Follow the below instructions for printing your score sheet:
 1. Log-in to your Member Services Account by going to **league.poolplayers.com** or by logging on to the APA Pool League app. If you have trouble accessing your account on the Online Member Services page or the app, please call the Connecticut APA office for assistance.
 2. Once you are logged in, click the navigation icon in the top-left of the screen.
 3. Click on matches.
 4. Select the green box marked **Scoresheet is now available** on the right-hand side of the page.
 5. From here you can download and print your scoresheet.
 6. If the green box marked **Scoresheet is now available** is NOT listed on the page, the scoresheet has not yet been made available for you to print. Scoresheets are generally made available in the afternoon on the business day following league play. If scoresheets are not available by the second day after league play, please call our office.
- c. If your team does not have any members that can print your score sheet, please contact the Connecticut APA office as soon as possible so that we can work with you on an alternative.
- d. Teams will receive a packet that includes return envelopes, membership applications, and blank scoresheets at the beginning of the session.

2. Tournament Eligibility: Refer to your Official Team Manual for other tournament requirements.

a. End of Session Playoffs: Established players must play with their team four times per session to be eligible for session playoffs. Byes and forfeits do not count toward matches played. Brand new APA players must play six matches in their first session to be eligible for session playoffs.

b. Qualifier Cups: Established players must play with their team four times during the session and have 6 lifetime matches in the format the team is playing to be eligible for Qualifier Cup tournaments. All players participating in the Qualifier Cup tournaments must be paid members of the APA. Any unpaid player will be ineligible and left off of the roster.

c. State Cup: Players must play with their team four times during the spring session and have at least 10 plays in the last two years in the format in which they are participating, to be eligible to play in State Cup. Those 10 matches must be played by the completion of the qualifying spring session. Ineligible players will not show up on State Cup rosters or scoresheets, their handicap cannot be used for the purposes of the 23-Rule, and they will not receive airfare allowance, lodging, or a spot in the World Pool Championships in Las Vegas. A player who is on more than one winning team's roster will only receive one airfare allowance.

d. Qualified Teams: Teams that qualify in summer and fall sessions must play in all subsequent sessions through the spring session to maintain eligibility. (Teams that qualify for State Cup in the summer session must play fall and spring sessions. Teams that qualify for State Cup in the fall must play the spring session.) Qualified teams are not allowed to add any brand new APA players to their rosters. They may add existing APA players, but these players must be approved by the League Operator and have 20 matches played in the format the team is qualified in. Those 20 scores must have been played by the end of the session in which the team qualified. All teams that qualify in the summer or fall session will have their rosters locked on the 4th week of the spring session. If a team wins the Qualifier Cup and isn't playing at that time in the subsequent session, the team will not be eligible for the State Cup. Please refer to the Official Team Manual. Only 8-Ball matches contribute to total matches played in 8-Ball. Only 9-Ball scores contribute to total matches played in 9-Ball. For the purpose of eligibility, matches played are not combined across formats.

e. Maintaining Eligibility: Teams qualified for State Cup must place in the top half of the standings in their division. Failure to do so may result in loss of eligibility in the State Cup or skill level changes, as evaluated by the Handicap Review Committee or League Operator.

f. 1099: We are required by federal law to report any tournament award of \$600 or more in prize cash, merchandise at retail value, and/or travel assistance (including hotel, airfare, etc.). An IRS form 1099-MISC will be mailed to any player for which it applies in January of the following year. Please notify us of any address change.

3.) Make-ups/Cancellations: If a team asks for a postponement (or to play in advance), the opposing team may refuse, *only* if less than a 24-hour notice is given. If the opposing team agrees, the match should be made up within two weeks and both teams must agree on a make-up date. Reschedules must be requested a minimum of 24 hours prior to the match unless a valid, verifiable emergency takes place. The opposing team (not the team requesting the reschedule) will submit three days they are available for a make-up match. The team requesting the make-up must then choose one of those days. Both teams must call and verify the chosen date with the Connecticut APA office. There can be no make-ups in the last two weeks of the session.

4.) Splitting Points: The League Operator reserves the right to allow teams to "split points" instead of playing a match. In these cases, 7 points in 8-Ball and 70 points in 9-Ball will be given to teams that do not play on a

certain night due to unforeseen circumstances. Both teams are still responsible for paying for their match. No bonus points are given in when teams split points.

5.) Protests: If two teams are unable to resolve an issue, the match must be stopped. A protest form must be filled out on the website (ct.apaleagues.com) by both teams. If the match continues, the protest will be void.

6.) Byes: In 8-Ball, 8 points are awarded for a bye. In 9-Ball, 80 points are awarded for a bye. No additional bonus points will be awarded.

7.) Checks: Make checks payable to APA. There is a \$20 charge for returned checks, plus a loss of bonus point(s). Bonus point(s) will be taken away even if the check is from the host location. If the check is re-deposited and returned again, there will be a \$30 fee.

8.) Rule 8: Teams that fall behind in weekly dues, fees, and/or memberships will be classified as a "Rule 8" team. Rule 8 teams and their opponents will be notified of the team's Rule 8 status and the amount owed/to be collected on their scoresheets. Rule 8 teams will be required to pay their opponents any due money before the match begins. The opponent of the Rule 8 team must send in team fees for both teams, or the match will not be considered to have been played. Rule 8 teams will lose their bonus points for each week they are behind in dues.

If the opponent of a Rule 8 team feels uncomfortable collecting from a Rule 8 team they should notify the Connecticut APA staff by calling the office. In such a case, we will have a division rep or a member of our staff collect the money. It is important to open your paperwork as soon as you receive it, so if you have a Rule 8 notice for your team, you can contact the office during office hours to clear it up. If you wait until match time to open your paperwork, there will be no one in the office to help, and you will have to pay the amount owed to the other team.

Teams that consistently have issues with late scoresheets and payment may be subject to Team Captain replacement by the Connecticut APA office for the team to continue. Habitual delinquency problems will result in the entire team being contacted by phone and / or email.

9.) Roster Changes: Teams have the first seven weeks of the session to add or drop players. After the 7th week of play, approval from the League Operator is required to make any changes. The rosters of State Cup qualified teams lock after week four.

10.) Team Survival Rule: After the 7th week teams must declare Team Survival in order to add a player. To use the survival rule, the team must drop two players and add one player to their roster. The survival rule can be used until there are five weeks remaining in the session, at which point, survival will be at the discretion of the League Operator.

11.) Skill Levels on Faxed or Downloaded Scoresheets: Occasionally, the skill levels on downloaded scoresheets will differ. Teams must use the most current skill levels. The most current skill levels can be found by logging on to the app or logging into your member services account on the website (league.poolplayers.com). Teams should compare and double check skill levels at the start of the match.

12.) Weekly League Fees: Weekly team fees are \$45 in standard divisions (\$55 in prize fund leagues) for scheduled matches, including forfeits. Playoff matches in prize fund divisions are \$45. There is no charge for byes with the exception of prize fund divisions, in which the fee is \$10. In playoffs, the winning team is responsible for sending in the scoresheets and weekly fees for both teams. Teams that do not mail in their playoff paperwork can be subject to handicap review and/or forfeiture of their spot in the Qualifier Cup. Host Location owners are not responsible for paying memberships, weekly league fees, providing free pool, or any other costs.

13.) Bonus Points: Two bonus points in 8-Ball and 20 bonus points in 9-Ball are available for each match. Teams are given one bonus point in 8-Ball (10 in 9-Ball) for faxing a copy or emailing a picture of their scoresheet before 11:00am on the day following play. An additional bonus point (10 in 9-Ball) is given if the payment is made on time. If mailing in payment, the envelope must be postmarked on the first day following play. (If the scoresheet is emailed or faxed in, the payment does not need to be postmarked until the second day following play.) If you are calling to make a payment on a credit or debit card, you must call the office and arrange to pay on the business day following play. You may set up an automatic bi-weekly credit card payment by calling our office. Bonus points are automatically given and then removed for late weeks, returned checks, declined credit cards, and/or Rule 8 weeks.

a. **Grace Bonus Points:** Each team is allowed two “graces” each session on the bonus point(s) for paying on time and two “graces” each session on the bonus point(s) for faxing and emailing. We understand that occasionally things happen and you can’t email, fax, or mail your paperwork when you’re supposed to. The grace bonus points are for these situations.

b. **Lost Bonus Points:** If bonus points have been taken away for late mailing, the only way to have them reinstated is by sending in a letter from the post office stating they made a mistake on the postmark. If bonus points have been taken away for late emails or faxes, the only way to have them reinstated is by forwarding us a time-stamped copy of the email you sent with the scoresheet, showing it was sent prior to 11:00am on the day following play. These are the only ways that we can reinstate bonus points. Please do not call the office and ask for bonus points to be reinstated otherwise.

14.) Teams Dropping from the League: Teams that drop out during the session must have all their dues paid, or they will be billed for any monies owed to the league. The Team Captain must call the office to notify Connecticut APA staff, and write a formal letter or email to the League Office, which includes the name of the staff member with whom they spoke. If a phone call *and* letter are not received, then we will follow the Official Team Manual rule concerning teams that drop out, and bill the team for the remainder of the session.

15.) Forfeits: Teams have 15 minutes after the official start time (real time, not bar time) to arrive and begin their match. If no one from a team is there 15 minutes after official league start time, the first match is a forfeit. If no one is there by 30 minutes after official league start time, the result of the match is a full night forfeit. If any player from the shorthanded team is present at the official league start time and they are asked to begin the match, they **MUST** start or forfeit the match. Teams must show their opponents the time on a cell phone or confirm the time with a witness in order to receive the forfeit(s). For a full night forfeit in 8-ball, the team will receive eight points plus the bonus points, as long as they send in the scoresheet and payment in accordance with bylaw #13. For a full night forfeit in 9-ball, the team will receive 60 points plus the bonus points, if they send in the scoresheet and payment in accordance with bylaw #13.

16.) Timeouts: Skill levels four and higher are allowed one timeout per rack. Skills levels three and below receive two timeouts per rack. New or non-rated players receive two timeouts per rack. Timeouts should not exceed one minute. However, this rule is a guideline and teams should not put their opponents “on the clock.” Teams that routinely break this guideline may be subject to sportsmanship violations. Only one coach should approach the table during a timeout in order to save time. Players are not allowed to call a timeout for a smoke break. It is not legal to mark the playing surface of the table during a timeout. The playing surface is the cloth itself. It is legal to place a piece of chalk on the rail (not on the cloth) such as to provide the shooter with a visual point of reference.

17.) Accidental Bumps: If a player is bumped during their shot, any moved balls, including the cue ball, will be put back as close as possible, and the player will retain their shot.

18.) Marking the Pocket: In 8-Ball, shooters are required to “mark the pocket” in which they intend to pocket the 8-ball. As long the pocket is clearly marked with *something*, it is legal. We *prefer* that players do not use chalk.

19.) Registration Deposit: Teams must send in a team registration fee (also known as a last week of play fee) of \$45. This fee will be applied to the team’s last week of play. Teams that drop out of the league during the session or after the cutoff date will forfeit their registration deposit. The registration deposit should be paid along with the weekly fees on the first night of play. Teams that re-register for the following session may “roll-over” the registration deposit for that session by paying for the last week of the session instead of using the registration deposit to pay that week. The registration deposit for Double Jeopardy divisions is \$40.

20.) Qualification for State Cup: Winners of the Qualifier Cup Tournaments will participate in the State Cup held in June. If a team wins a Qualifier Cup tournament, but was already qualified for State Cup, the last team they defeated at the Qualifier Cup will become qualified for State Cup.

21.) Adding a New Team to a Division: The League Operator may add a new team any time during the session. The new team will be issued last place points for each week the team would have played (unless make-ups can be done). There will be a \$15 charge for each week points are given in a standard (non-money) division. In a money division there will be a \$25 charge for each week points are given. There will be a \$20 charge for each week points are given in a Double Jeopardy division (\$10 for the 8-Ball side and \$10 for the 9-Ball side).

22.) Headphones/Earpieces: During the regular session, players cannot wear headphones or earpieces during their match if their opponent objects. During Higher Level Tournaments, these will not be allowed at all.

23.) Inclement Weather: During inclement weather, away teams must inform home teams in the case of a possible delay. If teams decide to play during severe weather, there will not be any forfeits allowed for either team. If either team wishes to reschedule for the night because of severe weather, then the match will be rescheduled and must be made up within two weeks. If the visiting Team Captain cannot be reached, the Host Location should be called to make sure the visiting team is aware a makeup has been requested. Please check our Facebook page for Qualifier Cup/State Cup delays or cancelations when there is inclement weather.

24.) Members Barred from Host Locations: If a team has a member on its roster who is barred from a Host Location, that member will only be allowed to play with the permission of the host location’s owner or manager. Without that permission, the team must play without the barred player.

25.) Sportsmanship: Disregarding the rules, instigating problems, harassment, and sexual or racial discrimination of any form will not be tolerated by the League Office. Intoxication will not be accepted as an excuse. Severe action will be taken against teams or players who harass or threaten other APA members. If you have members on your team who may put your team in conflict with the APA’s sportsmanship policies, please correct their behavior or drop them from your team. Members with sportsmanship complaints against them will, at minimum, receive a warning letter from the office and may be subject to suspension from league play.

26.) The Ghost Rule: There may be times where a team chooses to have a player on their team play twice. They may do so for any reason. Each team is allowed to invoke the “Ghost Rule” four times per session. If a team invokes the ghost rule, the opposing team must choose a player from that team to place twice. The purpose of the ghost rule is to provide an opportunity for teams to play a full match rather than forfeit. The ghost rule is subject to the following conditions:

- a. Each team will be allowed to use the ghost rule four times per session. Each team will be responsible for keeping track of how many times they have used the ghost rule. If a team uses the ghost rule after

they have used the four they are allowed in a given session, they will lose their weekly bonus point(s) in addition to any points earned in the individual match that the ghost player played. The points will be deducted when the paperwork is processed at the office. The opposing team will either receive forfeit points (2 points in 8-Ball, 15 points in 9-Ball) or the points earned by their player in the match, whichever is higher.

b. Both teams must write "GR called" on their scoresheets once a team has declared their intention to use the ghost rule. Once a team has declared that they are using the ghost rule, they are charged with using it regardless of whether or not they actually end up playing a ghost.

c. **The team wishing to use the ghost rule must notify their opponent prior to the start of the second match.** The opposing team must allow the team wishing to use the ghost rule to do so, as long as they were notified prior to the start of the second match. If a team asks to use the ghost rule after the start of the second match, the opposing team may accept or refuse the request.

d. The player that plays the fifth match as the "ghost" is chosen by the team's opponent. **The player chosen to play as the "ghost" should be notified by the opponent at the conclusion of the second match (allowing other players to leave if they've already played and were not chosen as the "ghost").** The player chosen to play as the "ghost" must still allow the team to comply with the 23-Rule. The "ghost" player selection may be any skill level, but the choice cannot force the opposing team to break the 23-Rule. The team requesting to use the ghost rule might need to inform the opponent which players will be participating in the match, in order to avoid the opponent selecting a ghost that would cause the team to break the 23-Rule. If you are using the ghost rule and are asked which four players will be participating in the match, you must provide the answer at the conclusion of the second match, at the latest.

e. The ghost match should always be played as the last match. If a team has four players and is playing a "ghost," the ghost match is the fifth and final match. Teams must have at least three players in order to use the ghost rule. If a team has three players, the fourth match will be the ghost match. In other words, the ghost match must always be the final match played.

f. The ghost rule may only be used during regular weekly play and will not be allowed in playoffs or any higher level tournaments.

g. Full team fees are due regardless of the use of the ghost rule.

h. Only one ghost rule can be used in a night per team. For example, a team cannot play three players, and use two ghost rules. If a team only has three players present, they may use the ghost rule to field a fourth player, and forfeit the fifth match. Double Jeopardy teams may use a ghost in 8-Ball and a ghost in 9-Ball in the same night.

29.) Alternate Format Divisions: Connecticut APA reserves the right to increase the number of weeks in the session or alter the prize in alternate format divisions if teams drop out. Alternate format divisions include non-standard format 8-Ball and 9-Ball divisions, such as a Scotch Doubles leagues.

30.) Playoff Format: Playoffs are usually one week. Divisions of 4 to 7 teams will advance to Tier 1 playoffs only. Divisions with 8 or more teams will advance to both Tier 1 and Tier 2 playoffs. See below chart.

a. Playoff Structure

4 Teams: 1st Place vs. Wildcard (Winner advances to Tier 1 Qualifier Cup)

5 Teams: 1st Place vs. Wildcard (Winner advances to Tier 1 Qualifier Cup)
2nd Place vs. 3rd Place (Winner advances to Tier 1 Qualifier Cup)

6 or 7 Teams: 1st Place vs. Wildcard (Winner advances to Tier 1 Qualifier Cup)
2nd Place vs. 3rd Place (Winner advances to Tier 1 Qualifier Cup)

8 or More Teams: 1st Place vs. Wildcard (Winner advances to Tier 1 Qualifier Cup)
2nd Place vs. 3rd Place (Winner advances to Tier 1 Qualifier Cup)
4th Place vs. 7th Place (Winner advances to Tier 2 Qualifier Cup)
5th Place vs. 6th Place (Winner advances to Tier 2 Qualifier Cup)

b. Prize Money: Captains must split any prize money awarded between all members on the team.

c. Playoff Table: If the playoff location has 7-foot tables, playoff matches should be played on a 7-foot table, unless the division plays strictly on 9-foot tables. If the higher seeded team plays their home matches on a 7-foot table, then the playoff match should be played on a 7-foot table if one is available.

d. Host Location Conflict: If a playoff location has only one table, and two teams are scheduled to play at that location, the higher seeded team has home table preference. The other team may either play at their opponent's home location or choose a neutral location.

e. Wildcard and Playoffs: **It is the responsibility of each team to know if they are in playoffs or not.** We will only call the Wildcard teams. If a team does not receive their paperwork they should call the office and ask if they are in playoffs or not. All Team Captains must provide a daytime phone number for themselves or for a team representative in case of the wildcard draw or change in playoffs. We assume no responsibility for Team Captains without a working phone number.

f. Qualifier Cup and State Cup: The dates for the Qualifier Cups and State Cup are in the newsletter each session. It is the teams' responsibility to be at the tournament. Notices are sent to captains including the times and dates of each tournament.

It is the responsibility of the Team Captain to know when their team is playing. You may also go to the Qualifiers/States page of our website, ct.apaleagues.com, to view the boards and match times. We assume no responsibility for teams that do not show for their scheduled tournament matches. Teams must have a minimum of three players present at the Qualifier Cups to receive any travel money.

g. Male Handicaps: Male handicaps of two (2) in 8-Ball and/or one (1) in 9-Ball will play as a three (3) in 8-Ball and/or two (2) in 9-Ball at any Qualifier Cup or State Tournament.

h. Splitting Teams: If your team is State Qualified and splits into two different teams, qualification stays with the team that has four original members. If both teams have four original members, qualification stays with the team that the original Team Captain is on.

31.) Use of Alternate Equipment: Occasionally, teams will bring equipment to league, such as cue balls, object balls, and racks that are not original to the pool table the match is being played on. If both teams agree on the use of such equipment, its use is allowed. If one or more players on either team object, the equipment is prohibited from use and the equipment that is original to the table must be used. The equipment that is original to the table refers to the cue ball, object balls and racks that would be found with the table when it's not being used for league play. Players may bring their own bridges.

32.) 20-Minute Rule (Double Jeopardy and Ladies League Only): During Double Jeopardy matches, each Double Jeopardy team is allowed one 20-minute grace period to wait for a player to finish one format to use for the next match in the other format. This may not be used for the 8-Ball team and then again for the 9-Ball team. It may only be used once per night. Example: John is playing his 9-ball match and they want to use him for the fifth match in 8-Ball. They can use the 20-minute grace period. If the player is not finished by the end of the 20-minute grace period, the team must immediately put up another player or they will forfeit the match.

33.) Special Bylaws: There are special bylaws that govern alternate-format divisions such as Ladies 8-Ball Divisions and Masters Divisions. Copies of these bylaws are included as an addendum to these bylaws.

34.) Travel Allowance: Any player that receives a travel allowance, airfare or hotel accommodations and subsequently elects not to take the trip, absent a documented emergency, will be responsible for reimbursing the league for the cost of that allowance.

35.) Scoresheet Codes:

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|-------------------|--|
| * before S/L | Current personal information is needed for player (address, phone number, date of birth, email, etc.). |
| N before S/L | Annual membership has not been paid |
| \$\$\$ after name | Player owes back dues |
| CCC after name | Player has a credit on account |

36.) Refusal to Do Business: At any time, at the sole discretion of the League Operator, Connecticut APA can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

Any rule or bylaw may be superseded at the discretion of the League Operator.

Contact Info:

Mailing Address: PO Box 1290, Enfield, CT 066083
Website: ct.apaleagues.com
Facebook: facebook.com/APAofCT
Phone: 413-538-3838 or 1-888-APA-POOL
Fax: 413-538-9697



Connecticut APA Masters League – Special Bylaws

1. Roster / Handicap Limit

- a. Rosters must consist of 3 – 4 players per team, with 3 players participating in each match.
- b. Masters matches are not handicapped and there is no skill level limit.

2. **Format** – Masters Divisions will follow the U.S. Amateur Championship format as outlined in the Official Team Manual.

3. Byes

- a. In CTAPA Masters Divisions that have an odd number of teams, there will be a bye.
- b. The bye will be worth a flat 25 points. No additional bonus points are awarded for a bye.

4. Bonus Points

- a. A total of 10 bonus points are available per week in Masters Divisions.
- b. Teams are given five bonus points for faxing a copy or emailing a picture of their scoresheet before 11:00am on the day following play.
- c. An additional five bonus points are given if the scoresheet is postmarked within the first two days following play and correct league fees are included. If the scoresheet was not faxed or emailed by 11:00am on the day following play, the bonus points for mailing on time are only awarded if the scoresheet is postmarked on the day following play. Bonus points are taken away for bad checks, even if the check is from the host location. Bonus points are automatically given and then removed for late weeks, returned checks, and/or Rule 8 weeks.

5. **Jump Cues** – The use of jump cues in Masters Divisions is permissible so long as it does not violate the house rules of the host location where the match is being played.

6. Masters World Championship Qualified Teams

- a. Each player from a Masters Division team that wins the Connecticut APA State Cup and wins the trip to Vegas MUST be on a Masters team in the subsequent summer session. No exceptions will be made to this rule.
- b. Masters teams that win the Connecticut APA State Cup will be eligible for travel assistance in accordance to the number of sessions the team played.
- c. Winning teams that played all three sessions (summer, fall, and spring) will receive up to \$3,200 toward the entry fee, two hotel rooms, and airplane tickets.

- d. Winning teams that play just two sessions (fall and spring) will receive up to \$2,800 toward the entry fee, two hotel rooms, and airplane tickets.
- e. Winning teams that play only the spring session will receive up to \$2,000 toward the entry fee, two hotel rooms, and airplane tickets.
- f. The above travel assistance is dependent on each member of the team flying to Las Vegas. The Connecticut APA reserves the right to alter the amount of travel assistance if a player or players choose a different mode of transportation. Players must provide the Connecticut APA with airplane ticket receipts in order to receive reimbursements.

7. Competitive Fairness

- a. In the interest of competitive fairness, the League Operator reserves the right to require Masters teams to split up if the existence of that team becomes a detriment to the Masters Division.
- b. The League Operator reserves the right to disallow Masters teams/players from playing in certain divisions, if in his sole discretion the allowance of that team to participate would be detrimental to the division.

8. APA Masters Championship Slots – The Connecticut APA cannot guarantee a defined number of slots for the APA Masters Championship. The number of slots granted to league operators is at the discretion of the National Office and is subject to change from year to year.



Connecticut APA Ladies 8-Ball League – Special Bylaws

1. Roster / Handicap Limit

- a. Rosters must consist of 3 – 5 ladies per team, with three ladies playing each match.
- b. The 3-player handicap limit for Ladies League is 13.

2. Match Play Requirements

- a. All ladies must play four times with their team at any time during the session in order to be eligible for the end-of-session playoffs.
- b. In order to be eligible for the APA Ladies 8-Ball Championship in Las Vegas, players must have a minimum of 10 8-ball scores (from Ladies League or a standard 8-ball team) within the last year by the entry deadline in June. Of those 10 8-Ball scores, 4 of them must have been played during the spring session of the qualifying year on either a Ladies 8-Ball team or a standard 8-Ball team.
- c. Players on teams advancing to the APA Ladies 8-Ball Championship in Las Vegas must be actively playing on a summer session 8-Ball roster. This may be either a standard format 8-Ball team or a Ladies League team.
- d. Only players that have met the match play and eligibility requirements can win the trip to Las Vegas and participate in the Ladies 8-Ball Championship.

3. Playoffs – Currently, all playoff matches for all divisions will be scheduled to take place in one day at Crazy 8's Billiards & Bar in East Windsor, Connecticut. The league reserves the right to change the location if necessary, however our intent is to have all divisions play their playoffs on the same day in the same location to avoid scheduling conflicts.

4. Bonus Points

- a. A total of 2 bonus points are available per week in Ladies Divisions.
- b. Teams are given one bonus point for faxing a copy or emailing a picture of their scoresheet before 11:00am on the day following play.
- c. An additional bonus point is given if the scoresheet is postmarked within the first two days following play and correct league fees are included. If the scoresheet was not faxed or emailed by 11:00am on the day following play, the bonus points for mailing on time is only awarded if the scoresheet is postmarked on the day following play. Bonus points are taken away for bad checks, even if the check is from the host location. Bonus points are automatically given and then removed for late weeks, returned checks, and/or Rule 8 weeks.

5. Substitutes

- a. The use of subs is allowed in Ladies League during the regular season only. No subs will be allowed in the playoffs or Higher-Level Tournaments (HLTs) including Qualifiers, State Cup, and national events.
- b. The opposing team must be notified of your intent to use a sub prior to the match. If the opposing team is not notified prior to the start of the match they do not have to allow the use of a sub.
- c. The player who will be subbing that week must be written on the roster. The player who is sitting out must also be clearly written on the scoresheet.
- d. The sub must be female and an established member of the APA in the 010 (Bruce Barthelette's) area with a minimum of 10 lifetime 8-ball scores. They must be either a paid member of the league or pay their \$25 membership that night. If the membership for a substitute player is not received by the office with that team's paperwork, the opposing team will receive forfeit points for that match (two points for the opposing team, zero points for the team that used the non-member sub).
- e. Subs cannot be on another team's regular roster in the same division.
- f. Team Captains must call the office and let us know which five players are on their playoff roster prior to the last scheduled match of the session.
- g. Playoff rosters may only consist of players who have met the eligibility and match play requirements outlined above in Section 2.

6. Ghost Rule

- a. Each team will be allowed to use the Ghost Rule four times during the session.
- b. Ghosts may only be used during the regular session and may not be used in playoffs or Higher-Level Tournaments (HLTs) including Qualifiers, State Cup, or national events.
- c. All other Connecticut APA bylaws regarding the Ghost Rule apply to Ladies League.

7. Make-up Matches – Make-ups will be only granted in the absence of a verified emergency if the following conditions apply:

- a. The opposing team and the office is notified of the intent to make-up the scheduled match before 3:00pm on the Monday before the match.
- b. The team not asking for the make-up must offer three potential dates to a make-up match. The team asking for the make-up will then choose one of those three dates.
- c. Make-ups MUST be played on or before the date of the following month's match.
- d. Both teams must contact the office and let us know the date that the match will be made up. It is also recommended that the host location also be contacted as soon as possible in the event of make-up match in order to ensure the availability of tables.
- e. Make-up matches are the number one reason Ladies League teams stop playing. Please use common courtesy when deciding to do a make-up match. Contact the opposing team as soon as you are aware of a conflict. Try to avoid doing a full-night make-up if only one or two players are unavailable for the match. In such cases, we recommend playing a partial match and playing with the players that

are available, and only making up the matches that can't be played on the scheduled night. It is difficult for people to change their schedules on short notice so please be considerate of your fellow players.

8. Captains

a. Captains must have a working phone number and email on file with the office so they can be contacted when necessary.

b. If you need to contact an opposing captain, you may call the office and we can provide you with that contact information. Captains are encouraged to make their phone numbers available to the other captains in the league so as to make communication easier.

9. **Scheduled Matches** – Ladies League teams pay a \$30 fee per match. The entire weekly fee is due regardless of how many players are on the roster or how many players play. Teams are responsible for fees for all scheduled matches, even if the opponent forfeits or doesn't show up for the match. Any questions regarding fees owed should be directed to the office.

10. **APA Ladies 8-Ball Championship Slots** – The Connecticut APA cannot guarantee a defined number of slots for the APA Ladies 8-Ball Championship. The number of slots granted to League Operators is at the discretion of the National Office and is subject to change from year to year.

11. **20-Minute Rule** – The 20-minute rule is allowed in Ladies League, as it is considered a Double Jeopardy format. Refer to bylaw #32.