

APPROVED
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Local Bylaws for League Years 2026-2028

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Introduction

Welcome to the American Poolplayers Association of Rhode Island! This document explains the structure of the local league and should be used in conjunction with the Official Team Manual (OTM). All prior local bylaws are null and void.

Section 1: Local League Information

Age Requirements

You must be 18 or older to compete in the Rhode Island APA.

Office Hours

League Office hours are Monday through Friday, 10 AM to 6 PM. We respond quickly to texts. In voicemail, please leave a detailed message; we will respond within 24 hours.

During league play, you should contact your division representative first. We are generally unavailable after 6pm.

Online Presence

On 401apa.com, you can find rules, team and tournament registration forms, Scorekeeper app support, and much more.

At poolplayers.com, set up your Member Services account to:

- Pay your annual dues and any of your teams' weekly fees,
- View schedules, team rosters, standings, and individual records for your division; and
- View your lifetime APA statistics.

At facebook.com/rhodeislandapa and facebook.com/groups/rhodeislandapa you can view and share pictures of tournaments, get updates about the League, and chat with fellow APA members.

Please make sure we have your email address on file; all important league information is sent in email.

Formats Offered

The Rhode Island APA offers standard 8-Ball and 9-Ball league play, as well as Double Jeopardy, Ladies, and Masters, and Doubles Divisions.

Team Fees

Full Team Fees of \$55 per week must be paid regardless of the number of matches played or forfeited. Pay online or send a check payable to Rhode Island APA.

Full Team Fees must be paid for playoff matches and all forfeits by both teams.

Patch Program

The Rhode Island APA awards patches based on certain accomplishments. To request a patch, fill out the form at 401apa.com/patches. Submit the fee by mail, [Venmo @rhodeislandapa](mailto:Venmo@rhodeislandapa), or [Stripe](https://stripe.com). We process and send patches biweekly, based on when we receive payment. Therefore, they take at least two weeks to process. Proceeds go toward payouts and giveaways. We offer:

**8-on-the-Break • 8-Break-and-Run • 9-on-the-Snap • 9-Break-and-Run
I Won My First Match! • I Beat a 7, 8, or 9 in 9-Ball! • I Beat a 6 or 7 in 8-Ball!**

Rackless:

You won the lag and never had to rack for your opponent during your match.

Clean Sweep:

Your team won all five matches in one night. Up to eight rostered team members are eligible.

20-0:

You win 20-0 in 9-Ball.

Grand Slam:

8-Break, 8-Break-and-Run, 9-Snap, **AND** 9-Break-and-Run in a single session.

Mini Slam:

On-the-Break AND Break-and-Run on the same League night.

Past Due Procedure

Electronic payments are due by 11am the day following play; mailed payments must be sent the day following pay.

Payments not received within one week of the match play date will be considered late, and bonus points will not be returned.

- Teams will lose bonus points each week until they are up to date on all payments.
- We reserve the right to contact team members if payment becomes a recurring issue.
- Teams with habitually late payments may be required to replace their team captain with another, more responsible player.

Players on past-due teams are not be allowed to participate in any Rhode Island APA tournaments or event, and players who owe money are ineligible for anything beyond regular session play, including playoffs and future sessions.

Teams that are behind in weekly dues will not be eligible for playoffs.

These teams will be removed from the final standings in advance of scheduling playoffs and drawing the Wild Card.

Section 2: League Play

Paper Scoresheets and the App

If a player's skill level differs on paper or between the apps, **USE THE SKILL LEVEL ON THE PLAYER'S SCREEN IN THE "POOL LEAGUE" APP.**

Rosters

The Rhode Island APA allows roster changes until two hours prior to Week 8 (nonstandard teams: 8th matchup date), but qualified teams cannot make roster changes after week four. However, Scorekeeper only allows roster changes through week four. After week four, captains will need to contact the office before 5pm to make roster changes.

The OTM states "Remember to inform the opposing team of any roster changes prior to starting the team match," therefore, it is considered good sportsmanship, but is not required, to allow late-add players to play that night.

- **Team Survival Rule:** After matchup date #8, if a team needs to make a roster change, they must drop two players to add one.
- **Qualified Teams:** Any player added to a team qualified for the World Qualifier must have played 20 matches in that format prior to the date the team qualified. Any such player must be approved by the League Office and must be added in the first four weeks.

Teams Joining Late

Teams may be added to divisions at any points during the session. They will receive bye points for the first matchup they missed, and the equivalent of last-place points thereafter.

Earbuds/Headphones

A player wanting to wear earbuds, headphones, etc., **must first ask their opponent.** If the opponent says no, the player must oblige.

Male Skill Level 1s and 2s

Once a male has completed 10 matches in 8-Ball or 9-Ball, they will be locally eligible to play as a SL1 or 2 in that format, except in Tri-Annuals and World Qualifiers, where the minimum SL for males is SL2.

Rescheduling and Make-up Matches

On occasion, a match may need to be rescheduled or completed later, herein referred to as "make-up" matches. You are **required** to reschedule a match if your opponent requests it at least 48 hours before the scheduled time. If there is an issue with a host location or its table(s), you **must** play the match **on the scheduled night** at an alternate location, chosen by the home team. You must notify the league office about any make-ups. Make-up matches will be played with current handicaps as they show online.

Use the following procedure:

1. Contact the opposing captain and notify them of your intent to reschedule at least 48 hours before the scheduled match.
 - Requests made at least 48 hours in advance cannot be refused.
 - A request made within 48 hours must be approved by the opposing team and the league office.
 - **NOTE: Requests due to inclement weather/travel conditions are always accepted.**
2. Work with the opposing captain to select a date and time to play the rescheduled match.
 - NO MAKE-UPS MAY BE PLAYED IN ANY SESSION'S FINAL TWO WEEKS (final two matchup dates in Ladies/Masters/alt divisions).
 - Make-ups MUST be completed **within three weeks** of the originally scheduled match date. (two months for Ladies/Masters)
 - BOTH teams MUST inform the League Office of the make-up date.
 - Rescheduled matches must be completed by the make-up deadline.
 - Otherwise, both teams will forfeit the match(es) and pay the full team fee.
 - Bonus points will still be awarded if payment and scoresheets are received within the time guidelines.

Inclement Weather

The Rhode Island APA does not cancel league night for inclement weather. If either team feels the roads are not safe for travel, the other team must agree to reschedule, following the above procedure. Most importantly, ***please be safe*** and do not risk injury.

Ghost/Replay Rule

The Rhode Island APA allows players to play twice in a match. Because we are here to have fun, this rule can be used for any reason, regardless of who is present, and is subject to the following:

- Teams may only ghost **once** per night.
- Weekly teams may ghost no more than **four** times per session.
- Ladies and Masters may ghost **six** times per session.
- Exceeding the session limit results in individual forfeits.
- Using a ghost does not violate the Team Skill Level Limit (TSLL, or “23-rule”).
- Team rosters must show that the lineup used could have included a final player while staying within the TSLL.
- *Example: A team plays 9 + 6 + 4 + 1, totaling 20. They can ghost the 1 if they have a 3 or below on the roster.*
- The ghosting team informs their opponent before the **start of the third** match (Ladies/Masters: **second** match). Any later and the opposing team can choose to allow a ghost or force a forfeit.
- The opposing team chooses the ghost by the **start of the fourth** match (Ladies/Masters: **third** match); thus, other players can leave if not chosen. The team can choose any member of the opposing team who does not break the skill level limit, including any player who has left, which would result in a forfeit unless that player were to return.
- If another player shows up after the ghost has been chosen, the non-ghosting team is not required to let that player play.
- The ghost match *must be played last*. If it is not, any subsequent matches will be forfeited.
- Full team fees are due from both teams.
- The rule can only be used during regular session play.
- If both teams ghost, they each choose their *own* player. The team set to declare a player first will choose their own ghost first.

Present	On Roster, Absent	Playing	Can They Ghost?
7, 7, 5, 5, 3	3, 2, 2	7, 5, 5, 3	Yes. This totals 20, and they still have 3-2-2 on the roster. They could have stayed within 23.
7, 7, 5, 5, 3	5, 4, 4	7, 5, 5, 3 5, 5, 3	No. This totals 20, and they do not have another 3 or 2 on their roster. Yes. This totals 13; they could've played the 4s if they were present. They can ghost the 3 and forfeit the 5th.
7, 6, 4, 3	7, 6, 4, 2	7, 6, 4, 3	Yes. They have a 2 on the roster, so their present 3 can ghost, keeping them within 23.
7, 6, 4, 3	7, 6, 5, 4	7, 6, 4, 3 6, 4, 3	No. This totals 20, and they do not have another 3 or 2 on the roster. Yes. This totals 13; they could've played the 4 and 5. They can ghost any player and forfeit the fifth match.
7, 5, 4, 3, 2	9, 8, 7	7, 5, 3, 2	No. Even though this only totals 17, they do not have a 6 or below on their roster.
7, 6, 5, 5, 4, 4, 3, 2	no one	7, 5, 5, 3	Yes. This totals 20, and they have a SL2. Maybe that 3 needs to get a match in, or that 2 has an ouchie.

Teams in Default

Any team that does not show up for two consecutive weeks will be dropped from the division and will pay the weekly team fees.

Teams that Drop Out

When a team drops out, it requires time-consuming schedule changes which are disruptive to players in the league. Therefore, if a team drops after week four, they will be responsible for the balance of all dues they would have owed had they completed the session.

Bonus, Byes, and Forfeits

This reference chart is here for your convenience. Please read further for explanations and clarifications.

Format		8-Ball	9-Ball	Ladies	Masters
Bonus		2	20	1/table	10/table
Bye		9	70	each table: 5	each table: 15
Individual Match in Regular Session	Forfeit	2	15	2	5
Individual Match in Playoffs/HLTs		3	20	3	7
Full Team		Bonus + 10 = 12	Bonus + 75 = 95	each table: bonus + 6 = 7	each table: bonus + 15 = 25

Bonus Points

Teams earn bonus points for submitting scoresheets and weekly team fees in completion and on time.

- 8-Ball – 2 possible bonus points
- 9-Ball – 20 possible bonus points
- Ladies – 1 possible bonus point per table (2 per matchup date)
- Masters – 10 possible bonus points per table (20 per matchup date)

Half is for scoresheet submission:

- Electronic scores are submitted through Scorekeeper,

- OR a picture is emailed to rhodeisland@apaleagues.com
- with the 5-digit team number in the subject line
- before 11 AM the day after play,
- with fewer than three mistakes or omissions on:
 - Player #s for every game
 - Innings totaled for every game
 - Number of racks/match points won for every game
 - Final match score is filled out
 - Signature from both captains

The other half is for payments:

- All payments are up to date
- No abusive comments are written

Teams are only awarded the payment bonus point(s) when the Rhode Island APA receives the payment. Teams are allotted ONE grace per session related only to scoresheet submission. They will be contacted about the mistakes or omissions on the scoresheet and notified that they have used their grace. Keeping current with weekly fees is important. Teams that fall behind in payments consistently risk losing their playoff spot.

Points for Bye Weeks

When a division has an odd number of teams, one team each week will not have a match. In this instance, the team with the bye will be given the following points for the week:

8-Ball:	9 total points
9-Ball:	70 total points
Ladies:	5 points per table
Masters:	22 points per table

Note: Teams do ***not*** need to submit paperwork or fees for bye weeks.

Forfeits

Individual 8-ball/Ladies:	2 points in regular session play, 3 in playoffs and higher-level play.
Individual 9-ball:	15 points in regular session play, 20 in playoffs and higher-level play.
Individual Masters:	5 points in regular session play, 7 in playoffs and higher-level play.
Full-team 8-ball:	12 total points (10 forfeit + 2 bonus).
Full team 9-ball:	95 total points (75 forfeit + 20 bonus).
Full-team ladies:	7 total points (6 forfeit + 1 bonus) per table.
Full-team masters:	25 total points (15 forfeit + 10 bonus) per table.

There will be NO full-team forfeits in the first two weeks of play.

Section 3: Sportsmanship and Conduct

Comments on Scoresheets

Comments written on the scoresheet will only be considered if they are positive comments..

All **concerns** should be submitted **through the website** in a courteous, professional, and objective manner. This guarantees that your concern is documented and addressed. Abusive language directed at the league, its players, or the league operators will not be tolerated.

Banned Players

If a host location has banned a player from entering their establishment, the team must play without him/her when playing at that location. The league has neither the ability nor the right to require a host location to permit for a league match.

Suspended Players

The Rhode Island APA will honor any suspensions from all other APA areas.

Sportsmanship

Please don't cheer for your opponent's bad luck! Be courteous to the opposing team and host location.

It is considered good sportsmanship to keep a match moving by:

- Choosing the next player before the current match is over
- Keeping time outs to approximately 1 minute
- Observing the time guidelines in the beginning of the Official Team Manual
- Avoiding other delays, such as using a cell phone, using the restroom, getting a drink, or smoking

Section 4: League Playoffs and Tournaments

Tri-Annuals

The Tri-Annuals are held after each session's completion. Established players (10 scores) are required to play four times with the team during the session; new players must have six plays *with the team* during the session. Players start Tri-Annuals with the highest skill level of: (a) current, (b) session-ending, or (c) any other league area in which they're active. Winners advance to the annual World Qualifier.

Playoff Structure

Each session, there is one week of local playoffs following the final week of regular play. Winners advance to that session's Tri-Annual. A team who forfeits more than three individual matches during the last two weeks regular play will forfeit their playoff eligibility.

Number of Teams in the Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies for Tri-Annual	1st Place vs Wild Card Winner Advances to Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the playoffs	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>6-7</u> Two Teams Qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place vs Wild Card Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>8-11</u> Three Teams Qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place vs Wild Card 3rd Place vs 4th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>12-14</u> Four Teams Qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place advances directly to Tri-Annual 3rd Place vs Wild Card 4th Place vs 5th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>15-16</u> Five Teams Qualify for Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place advances directly to Tri-Annual 3rd Place vs Wild Card 4th Place vs 7th Place 5th Place vs 6th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies

*The wild card is a weighted drawing. All teams who did not qualify for local playoffs or advance directly to Tri-Annuals are entered into the drawing. The last place team in each division earns one entry. The second-to-last team earns two entries. The third-to-last team earns three entries, and so on.

Example: In an 8-team division, 1st-4th automatically advance as shown above. Last place gets one entry in the wild card drawing. Seventh place gets two entries, sixth place gets three entries, and fifth place gets four.

You can watch this drawing live in the Facebook [Rhode Island APA Group](#).

Teams who have forfeited more than five individual matches during the session are not eligible for the wild card drawing.

In a 4-team division, eligibility is **not** passed down to teams behind already-qualified teams.

The full team fee is due during local playoffs, even if all five matches were not played or completed.

For local playoffs, if teams share a host location on the same night and there is a table conflict, the higher ranked team has priority. The lower ranked team must find a neutral table to play the match on. If teams from *different divisions* share a host location on the same night and have earned the same place in their respective divisions, the two home captains will play rock-paper-scissors, best of three.

To be eligible for session playoffs, *established* players must have played at least **4 times with the team that session**.

New players must have played at least **6 times with the team that session**.

To be eligible for the World Qualifier, players must be established (10 scores) before the end of the Spring Session, which includes Spring playoffs and Tri-Annuals, but not Summer Session scores.

Team Captains are responsible for verifying player eligibility, tournament times, and dates.

World Qualifier (WQ)

The World Qualifier is an annual tournament in June, at the end of the league year. Teams qualify through Tri-Annuals, and must remain active every session after qualifying. The League Office will provide travel assistance funds and reserve hotel rooms for the winning teams to represent Rhode Island APA in the World Pool Championships in Las Vegas.

If a team chooses not to attend, their slot and travel funds will be given to the last team they eliminated at the World Qualifier.

*A maximum of 32 teams will participate in the 8-Ball World Qualifier:

***Summer** - 8 teams from the Tri-Annual

***Fall** - 8 teams from the Tri-Annual

***Spring** - 8 teams from the Tri-Annual

*A maximum of 32 teams will participate in the 9-Ball World Qualifier:

***Summer** - 8 teams from the Tri-Annual

***Fall** - 8 teams from the Tri-Annual

***Spring** - 8 Teams from the Tri-Annual

*These numbers can change based on team count.

Trophies/Awards

Each member of a division's first place team will receive an award. The first and second place teams will each receive a team award to display at their host location to show off their accomplishment.

MVP awards are awarded to the top male and female players in each division, each session, based on points per match (PPM). All players tied for the top spot receive the award. The MVP list is based on a minimum of 6 matches.

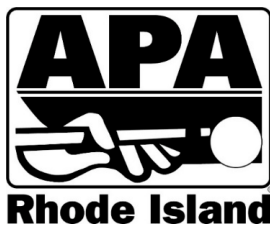
Best of the Best

The Best of the Best tournament is held for each format. The Rhode Island APA adds money and singles boards to this event. The top ten players in each division are invited to this event. The top male and female are given a "Golden Ticket," granting them free entry. The remaining top ten players are invited to pay an entry fee. Each tournament is capped at 64 players. If the event does not fill, other players may pay a higher entry fee to play in the event. Participants must be on an active Rhode Island APA roster in the specified format at the time of the tournament.

Cash Cup

The Cash Cup is held annually in the fall. All teams who lose in the final round of Tri-Annuals or during World Qualifiers **and who remain active through the summer and fall sessions** are invited. If a team qualifies for Cash Cup but later earns a spot in the World Pool Championships (Vegas) in the same league year, they will **not** attend the Cash Cup, and qualification will **not** be passed down. Cash Cup rosters are Summer Session rosters.

Remember, above all else, common sense must prevail!



It is impossible to cover every situation with written rules. Relax, enjoy yourself, and play within the spirit of the rules.

Have fun, meet people, play pool.

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