

SUFFOLK COUNTY APA LOCAL BYLAWS

Suffolk County APA

Rick Burt, League Operator

suffolkcountyapa@comcast.net

978-430-6534

Good Luck and Good Shooting!

We welcome you to the American Poolplayers Association, Inc.! In order for us to enhance your enjoyment and the service of the League, we must enforce local bylaws, which are designed to allow a smooth operation of the League. Read these bylaws carefully and keep them with your Official Team Manual. Breaking these rules could cost you a playoff(s) spot and a chance to advance to the APA World Qualifier or APA World Pool Championships.

These bylaws have been read and approved by the American Poolplayers Association, Inc. The Local Bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual.

Member Services Accounts

All players are recommended to go to www.poolplayers.com and sign up to APA Member Services. Here you will be able to see your stats, Team schedules, print weekly scoresheets, etc.

Playing in the League

Office Hours

The League's office hours are Sunday through Thursday, 10:00 AM to 10:00 PM. If we are not available, please leave your name, phone number and a short message. Your call will be returned as soon as possible. Please feel free to send a text message, if you prefer.

We also recommend that you follow/like the League's Facebook page, Suffolk County APA – American Poolplayers Association: <https://www.facebook.com/Suffolk-County-APA-American-Poolplayers-Association-153386918010390>.

Team/Player Fees

Weekly fees are \$50 per week per team for all scheduled matches regardless of number of games played or forfeits. Division playoffs are also \$50 per week per team.

We prefer that each Team make their weekly payments via Venmo to: Rick-Burt-2. If for any reason your Team cannot make payment in this manner, please make other arrangements with the League Operator.

Annual APA player membership dues of \$30 are due the first night a player plays or by the 4th week of the Session, **whichever occurs first**. This can be paid by Venmo or through your Member Services Account.

Any Team that falls more than two weeks behind in Team fees or membership dues will be sent a warning notice. If the team does not become current upon receipt of the notice (or contact the League Operator to discuss payment options) it will be dropped from the League for non-payment. Teams that have an outstanding balance will not receive any Session awards or cash payments.

Age Requirements

All players in travel divisions must be at least 21 years of age. For in-house divisions players 18-20 years old must get permission from the League Operator to play on a team. There may be exceptions to this rule, but must be approved by the League Operator.

Start Time

Weekly matches begin at 7:00 PM (4:00 PM on Sunday). **Matches played at the Brighton Elks will start at 6:00 until further notice. The bar sometimes shuts down early so it is much easier to start early than to make up incomplete matches.**

Play will begin even if only one player from the team is present.

Play must be continuous; otherwise forfeits will be awarded to the team with players present.

Equipment

Only equipment provided by the Host Location will be used for League play. This includes, but is not limited to, cue balls, racks, and racks of balls. It is permitted to replace the rack of balls and/or the cue ball with other ones if **both** teams agree to do so.

Player Identification

Players must be able to show a valid picture ID to the League Operator or any opponent at all times. Teams that play a player under a false name will receive 0 points for the night and will be at risk of suspension from the League. Their opponents will receive all points won plus 2 points for any match involving an illegal player. Ask for ID's prior to the match.

APA Members Only

Only APA members are allowed to play in the League. Paid applications for each new player must be sent in on the first night that they play. We must receive this application (and membership dues) the same week that the new player plays. Unpaid players will receive zero (0) points.

Scheduling

Inclement Weather Policy

If a match has to be postponed due to bad weather (or any other emergency), the League Operator and the other Team Captain must be informed. All disputes that arise will be resolved by the League Operator. Matches should be rescheduled and made-up within 2 weeks. If the teams cannot get the match played within 2 weeks, the League Operator must be notified as to when it will be played.

Rescheduled Matches

If a match needs to be rescheduled, it must be made up within 2 weeks of the original match, unless preapproved by the League Office. If not made up, zero points will be awarded to each Team. No

matches will be made up during the last 2 weeks of Session play. The League Office must be notified of any rescheduled matches. No exceptions.

Scoring Matches

There are two options for scoring your match:

1. **Paper scoresheet** – If you use this method, someone on your Team must print your scoresheet from their Member Services Account before the match.
2. **APA Scorekeeper App** – If this is your preferred method of keeping score, which is highly recommended by the APA, then you must download the APA Scorekeeper App to your mobile device in order to do so.

Score Sheet Policy

It is extremely important that Team Captains return their scoresheets in a timely manner in order for the League Office to process them and get scoresheets ready for the next week of play. Scoresheets must either be scanned and emailed to the League Office or submitted via the APA Scorekeeper App on the night of play.

- **If you are scanning a paper scoresheet:**

- ♦ There is an app called CamScanner that works great for our purposes – please have multiple players on your Team download this app to your smartphones so that at least one member of your Team will be able to scan the scoresheet at the end of the match.

- ♦ Convert the image to pdf and email to suffolkcountyapa@comcast.net.

- ♦ All these steps must be completed in order to receive your bonus points for the week.

- **If you keep score using APA Scorekeeper app:**

- ♦ Once you submit scores, no edits may be made. If there is a question about this contact your League Operator.

- ♦ After you submit scores, please send your weekly dues to the League Operator in your preferred method.

Falsification of Scoresheets

Any Team caught sandbagging or sending in falsified scoresheets will be subject to penalties handed down by the League Operator, which may include being dropped from the League.

Bonus Points

Bonus points will be awarded each week for Teams that return their scoresheets and on time (by noon the day following the match) according to the above rules: 3 points per 8-ball match or 12 points per 9-ball match.

Scoresheets must be filled out completely and correctly in order for your Team to receive your Bonus Points.

If your Team owes any kind of fees or dues, you may not receive your Bonus Points. ***Be careful that you do not lose any Bonus Points. It could cost your team a chance to play in the Playoffs.***

Forfeits

If a team fails to show for a match, the opposing team (providing 5 players are present and listed on the scoresheet) will receive 8 points plus 3 Bonus Points per 8-Ball match or 55 points plus 12 Bonus Points per 9-Ball match if all paperwork is completed and fees are up to date.

Teams that do not show up for two consecutive weeks will be considered dropped from the League and a new schedule will be issued. Dropped teams or any suspended players will forfeit all benefits, trophies, awards and prize monies.

If a team drops out before a session is over, matches played will stand.

If a team forfeits one or more matches, it is responsible for the full amount of weekly dues. Teams that forfeit 3 or more matches in the last week of play will NOT be eligible for the Wild Card draw.

“Ghost Player” Rule.

In an attempt to eliminate forfeits while teams are still forming, Teams can use a “Ghost Player” during the first 4 weeks of each Session. This rule allows one player to play twice in a Team match. Teams can only use this rule if they do not have 5 players at the match that conform to the “23 Rule”. A player may not be sent home or made unavailable in order to use a Ghost Player.

Teams must notify their opponent of their need or potential need to use a Ghost Player prior to the start of the 4th individual match. The opposing team gets to pick which player from the other team who will play twice as long as it does not go over 23.

Once a Ghost Player has played an individual match, the Team match is over and the remaining matches are forfeited by the Team that had to use the Ghost Player. Please make sure to score this properly on your scoresheet!

This Replay Rule is not in affect during, **Playoffs, Tri-Annual Tournaments, or the World Qualifier.**

The Replay Team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.

Byes

Byes are worth 7 points plus 3 Bonus Points in 8-Ball or 50 points plus 12 Bonus Points in 9-Ball. No scoresheets need to be returned and no fees are due.

Byes may not be awarded during the first two weeks of any session while new teams are still being added. Make-up matches may be required for the two weeks that were missed.

If a team drops out, thus creating a Bye in the Division, all matches played to that point will stand.

General Rules

Marking the 8-ball

Per the APA rules, a player must mark the pocket in which they intend to make the 8-ball.

Time Outs

If the shooter requests a time out, the coach may refuse it and no time out will be charged. However, if *any* member of the Team suggests a time out to the shooter, the time out will be charged.

- Examples of suggesting a time out can be anything from saying the word “time-out” to asking the shooter if they want to talk.

- If a time-out is suggested by the team, it will be charged whether or not the time-out is used.

Any eligible member of the team can be a coach. A coach does not have to be designated until a time-out is called, and a different coach can be designated for each time-out.

Receiving advice from anyone other than your coach during a time out is a ball in hand foul. (page 51 in the Official Team Manual). However, the coach may discuss strategy with other members of the team during a time-out and relay that to the shooter.

Time-outs should not exceed one minute. One minute timers are available through the League Office. If your team needs a timer, please contact the League Operator.

Talking to the Shooter

Teammates may talk to their player when it is not their turn at the table. The moment that it becomes their turn (when their opponent either does not pocket a ball or commits a foul and the balls on the table stop moving), teammates must stop talking to their player.

- There are some exceptions:

- ♦ Telling your player if they are solid or stripes in 8-Ball.
- ♦ Which ball is next in the rotation in 9 ball.

- ♦ Comments such as “good hit” or “nice shot”.
- ♦ Reminding a player to mark the 8-ball pocket.
- ♦ Suggesting to a player that a foul has occurred.

Teammates are allowed to answer a player’s question concerning rules, however, it is recommended that the players either ask their opponent to confirm a rule or allow their opponent into the conversation with their teammate to make sure no coaching advice is given as part of the rule clarification.

If teammates are going to make any allowable comments to their players while they are shooting, they should be done so loud enough and clear enough for the other team to hear. If the opposing team cannot hear the comments, but rather only see that talking between the shooter and their teammates has occurred, it could be construed as a time out.

Placing the Cue Ball With Ball-In-Hand During a Time Out

ONLY the player or the coach may place the cue ball in a ‘ball-in-hand’ situation. The player DOES NOT have to be the last one to touch the cue ball.

Close Hits

If there is potential for bad hit or a double hit on the cue ball, it is suggested that a third party, agreed upon by both shooters, be called over to observe the shot. The sitting team should protect itself by stopping the game prior to the shot to call someone over to watch. The shooter is required to stop if their opponent wants their shot watched.

In general, the shooter has the advantage in close hit situations. If the third party cannot determine which ball was struck first, such as a simultaneous hit, the call goes to the shooter.

If there is no third party available, captains (or another designated team member) from each team may watch the shot, however, if they do not agree on the call, it is up to the shooters to decide, with the advantage going to the shooter.

Double Hits

Double hits are some of the most watched close hits, but also the hardest to determine. It is highly suggested that players watch the video <https://youtu.be/k1w8r3KcxL8> produced by the APA which defines double hits.

Frozen Balls

In order for the frozen ball rule to be in effect, the ball must be declared “frozen” and verified as such by the shooter and their opponent. If the players in the match cannot agree, an agreed upon third party may be asked to determine if the ball is frozen. If there is no third party available, captains from each team may check the ball, however, if they do not agree on the call, it is up to the shooters to decide. It is the responsibility of the sitting player to confer with the shooter prior to the shot if they think a ball may be frozen.

Non-Shooting Players at the Table

No one other than the shooter should be at the table during a game. The only exceptions to this rule are:

- Coaches during time-outs.
- Third party observers or captains if no third party is available to watch close hits or check frozen balls.
- The opponent checking to see if a ball is frozen or close enough to have watched.

Non-shooting players should leave the table when their turn is over and stay out of the line of sight when their opponent is shooting, otherwise it is a sportsmanship violation.

With the exception of time outs and while watching shots when requested, members of the team not playing in the match should NEVER approach or circle the table, regardless of which player is shooting. Doing so is a sportsmanship violation, and, in cases where space is limited, could be construed as a time out because of how close a teammate may get to their shooting player. Wanting to see if a shot goes or how close a ball is to another ball or the rail is not an excuse for approaching or circling the table.

Playoffs + Awards

Division Playoffs and APA World Qualifiers (Team Regionals)

In The Fall & Spring Sessions (One Week Of Playoffs In Summer)

Number Of Teams In The Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For The WQ	1 st Place vs Wildcard Winner Advances To WQ In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Playoff Winner will receive the 1 st Place Session trophies
<u>6-11</u> One Team Qualifies For The WQ	1 st Place vs Wildcard 2 nd Place vs 3 rd Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Awards: Playoff Winner will receive the 1 st Place Session trophies

<p style="text-align: center;"><u>12-16</u></p> <p style="text-align: center;">Two Teams Qualify For The WQ</p>	<p style="text-align: center;"><u>OPTION ONE</u></p> <p style="text-align: center;">1st Place vs Wildcard (WC) 2nd Place vs 7th Place 3rd Place vs 6th Place 4th Place vs 5th Place</p> <p>Winner of 1st vs WC will play Winner of 4th vs 5th Winner Of 2nd vs 7th will play Winner of 3rd vs 6th in the Playoff Finals</p> <p style="text-align: center;">Winner of each Playoff Final match advances to the WQ</p>	<p style="text-align: center;">Awards:</p> <p style="text-align: center;"><u>USING OPTION ONE</u></p> <p style="text-align: center;">The highest seeded winner of the two (2) Playoff Finals matches will receive the 1st Place Session trophies</p>
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Once a team has qualified for the APA World Qualifiers, it must remain active for the remainder of the league year. A team that qualifies from the Summer Session must continue to play during the Fall and Spring Sessions; a team that qualifies from the Fall Session must continue to play during the Spring Session. In addition, once a team qualifies, it must remain in the top 50% of its Division standings until the WQ event or its participation will be subject to review.

The winning teams that advance from the APA World Qualifiers to the APA World Pool Championships will receive travel assistance from the League to go to the National Championships in Las Vegas. The Travel Assistance is awarded to the top 2 Teams from the Suffolk County APA World Qualifiers and consists of \$9000 per team minus the \$250 entry fee into the APA World Pool Championships. Team Captains must provide the League Operator with the travel itinerary of their team before the League Operator will release the money to them.

- If a team elects not to go, the Travel Assistance will be awarded to the teams and players that actually attend the APA World Pool Championships.

Team Trophies

In Divisions with 8 or less teams, trophies will be given to the Division winning team and Host Location. In Divisions with 9+ teams, the second place team's Host Location and the Host Location of the team that got the most points during the regular season will also receive a trophy. Awards will also be provided to MVP players as described below.

MVP (Top Shooter)

MVP for each division will be tiered by skill level. There will be 3 MVP's for each Division:

- For 8-Ball, Skill Level (SL) tiers are as follows:

- ♦ 2 & 3
- ♦ 4 & 5
- ♦ 6 & 7

- For 9-Ball, Skill Level (SL) tiers are as follows:

- ♦ 1 - 3
- ♦ 4 – 5
- ♦ 6 – 9

To qualify for MVP, players must play in at least 50% of the Session matches (i.e. if there are 17 or 18 weeks in a Session, then a player must play in at least 9 matches to be qualified). In Divisions where teams may have 1 or 2 Byes during the Session, the League Operator may reduce the number of matches needed to qualify.

Please note, on the APA website and app, players will show up on the MVP standings list once they play 5 matches. Even if players show up on this list it doesn't mean that they have qualified for the award. They still need to play in at least 50% of the Session matches to win the MVP award.

Sportsmanship

Disputes

All disputes should be resolved by the two players, and not by the Coaches and Captains. If a dispute cannot be settled between the two players, or with help from Team Captains, call your Division Rep. Their contact numbers are at the top of your scoresheet. We strongly recommend that players resolve disputes by themselves in the spirit of 'good sportsmanship'.

Protests

All protests must be submitted to the League Office in writing and include a \$25 protest fee from both Teams. The League Operator will inform both Team Captains of the outcome of the protest and return the \$25 to the Team that wins the protest. The other \$25 will be added to the Player Fund.

Sportsmanship Violations

Good sportsmanship is an important part of being in the APA. As per above, any team or player receiving more than two sportsmanship violations will be warned by the League Operator. Players

demonstrating bad sportsmanship may be disciplined by a verbal/written warning all the way up to a suspension or removal from the League.

To avoid any issues of poor sportsmanship, players should follow all rules and treat others as they would want to be treated.

If there is a concern of a sportsmanship violation, the player involved should discuss it with their Captain and allow their Captain to present the issue to the other Team via their Captain. Sometimes sportsmanship violations can be a small misunderstanding and easily resolved by the captains. If sportsmanship violations are excessive or cannot be resolved by the captains, they should be documented and sent to the League Operator.

There are some examples of sportsmanship violations throughout these bylaws, but here are some other examples:

- A shooting player's teammate calling for a time-out when the player does not have a time-out left. Teams should be properly keeping score and marking time-outs and be aware of how many time-outs their player has available. Calling a time-out when your player does not have any left can still imply to that player they are shooting the wrong shot and, therefore, is a sportsmanship violation.
- Picking up or altering the cue ball prior to it stopping when you have committed a ball in hand foul. You must allow the cue ball to stop naturally before picking it up and giving to your opponent. Please note, when shooting at the 8-ball you pick up or alter the cue ball prior to it stopping as an attempt to prevent a loss is a foul, not a sportsmanship violation, and will result in the loss of the game.
- Forfeiting a match to avoid playing a player who may be on the cusp of moving up a skill level. This is a form of sandbagging and will not be tolerated.

Breaking-Down the Cue Stick

Breaking down the cue stick before a match is finished could result in loss of match. If a player is shooting and his opponent cracks his stick (starts to take it apart) within view of the shooting player, this action could be considered a concession of the game by the opponent. The shooting player should stop shooting; ask the opponent if they are conceding the game, and if so, should be awarded the game. If the shooting player continues to play, he has forgiven his opponent. If he misses, the opponent will be permitted to take his turn. The intent is to eliminate a non-shooter attempting to intimidate or distract the shooting player. This rule does not apply when a player needs to change their cue stick for a short stick when there is a wall/post distraction.

Banned Players

If a player on your team has been banned from a tavern or location, the team must play without him/her. The APA League has no right to insist that a Host Location admit this player. Any team or player receiving more than two sportsmanship violations will be dropped from the League. Dropped teams or any suspended players will forfeit all benefits, trophies and awards.

Miscellaneous

Host Locations

Please treat all Host Locations and their staff with the utmost respect at all times. If it weren't for our Host locations, our League wouldn't be able to exist.

You are encouraged to enjoy the fare available at the Host Location. Please do not bring any food and/or beverage into the Host Location. The only exception to this rule is if the Host Location does not serve food and allows you to bring food in. Please ask before assuming that it is all right!

Pay Tables

If your match is on a pay table, the cost of the table will be split evenly between the 2 players.