



LOCAL BYLAWS

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Introduction

We would like to welcome you and your team to the American Poolplayers Association!

This document explains the structure of the League at a Local Level and should be used in conjunction with the Official Team Manual on the APA Member Services App and poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.®**

Please read these Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All Local Bylaws with dates prior to the revision date of this document are null and void.

Section 1: Local League Information

Age Requirements

You must be 18 years of age or older to compete in Eastern Maine APA. However, a team may only have 2 players under the age of 21. Teams must be able to field a team in Host Locations where the age limit is 21 and over. There are no make-ups when one of the players needed is under 21.

Office Hours

League Office hours are Monday through Friday, 9 AM to 6 PM. If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible. You may also email: kimberli@easternmaineapa.com

Website

Our website address is easternmaine.apaleagues.com.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Eastern Maine APA events
- b) Set up your Member Services Account to:
 - View schedules, team rosters, standings and individual records for your division; and
 - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page at

<https://www.facebook.com/profile.php?id=61559987366522> where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

Even if you don't sign up for your Member Services Account, please make sure we have your email address on file. All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and Facebook page are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep you up to speed on what is happening at all times, be it upcoming Playoff match locations, wild card picks, tournaments or any other information you and your team need to know about the League.

Team Fees

Team Fees are as follows regardless of the number of matches played:

- 8-Ball teams - \$55
- 9-Ball teams - \$55
- Doubles - \$20
- Ladies - \$33
- Masters- \$33

Full Team Fees must be paid for Playoff matches and forfeits. If you are paying by check, please make your check payable to Eastern Maine APA. There will be a \$35 charge for any returned checks, plus a loss of bonus points. There is no charge for byes.

Weekly League Fees are payable via the shopping cart which can be found in the APA app or Scorekeeper app, Zelle or Check. If you choose to pay by check, those should be made payable to Eastern Maine APA and mailed to PO Box 420 Jefferson, ME 04348. Failure to send payment by the second day after the scheduled match date will result in a loss of bonus points. The Local League office is not responsible for cash that is lost in the mail.

Membership Dues

Only paid APA members are allowed to play in the League. All new members should register and pay at www.poolplayers.com prior to being added to a team. All new players must play by the 7th week to establish a handicap or they will be dropped from the team roster. All unpaid players who play—the team will receive zero points for playing the unpaid player and lose the bonus points.

Bonus Points

Your team will earn bonus points if **all** of the following occur:

- Submitting a full team match through the Scorekeeper app or emailed as a PDF the next day following League play. All Paper scoresheets need to be filled out completely in order to receive bonus points. Innings added up, player and team numbers need to be legible, defense shots clearly marked and scores need to be legible and tallied. Paper scoresheets need to be sent to the office via email, kimberli@easternmaineapa.com, no later than the day after the match was played. Payment for the match needs to be paid through the app no later than 2 days after the match was played. **NOTE:** No Bonus points will be awarded for partial matches received unless a makeup has been scheduled. The office needs to be informed when a makeup match is needed. (Please make a comment in the notes section of the scorekeeper app about the makeup match.) Full payment of weekly league fees are due by the second day after the scheduled match is played. Arrangements need to be made with the office if you need more time to send payment. Failure to inform the office of the need for an extension will result in the loss of bonus points and the “past due” procedures will be implemented.

Team points can be disputed within 2 weeks of play, after that all points will stand as is.

The bonus points awarded will be as follows:

- **8-Ball: 3 Possible Bonus Points**
- **9-Ball: 20 Possible Bonus Points**
- **8-Ball Doubles: 3 Possible Bonus Points**
- **Ladies: 3 Possible Bonus Points**
- **Masters: 3 Possible Bonus Points**

Remember these are bonus points that are awarded at the sole discretion of the Local League Office.

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the Playoffs and/or the opportunity to compete in tournaments.

Bonus Points for Bye Weeks

Whenever 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 shall be given the following points for the week (including the bonus points a team would have received if all the paperwork was correct):

- 8-Ball: 7 Bye Points + 3 Bonus Points
- 9-Ball: 50 Bye Points + 20 Bonus Points
- 8-Ball Doubles: 6 Bye Points + 3 Bonus Points
- 9-Ball Doubles: 40 Bye Points + 20 Bonus Points

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

Past Due Procedures

1. **First Week Past Due:** Dollar signs (\$\$) will appear next to your name on the scoresheet.
2. **Second Week Past Due:** Your team name will be changed to “Past Due”.
3. **Third Week Past Due:** The TEAM CAPTAIN will be made **INACTIVE** on scoresheet and the team will not receive any points for matches played until payment is received.
4. **Fourth and Final Week Past Due:** Team name will be changed to “**Team Dropped Due to Non-Pay**” on the scoresheet.

Late Penalties

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet and points will be taken away. Additionally, the Team Captain (and other players) may be marked ineligible to play by being made INACTIVE on the team. If payment is not received at this time the team will be given notification that they will be dropped from the League for non-payment. If the fees are not brought current by third week or arrangements made to pay the past due balance, the team will be dropped. All players on the team will become equally responsible for the fees that are due, including fees for the remainder of the session, and will not be permitted to rejoin until their portion is paid.

Patches

Patches are available for the following accomplishments:

- 8-on-the-Break: You make the 8-ball on the break.
- 8-Break-and-Run: You make at least one ball on the break and then run the rack.
- 9-on-the-Snap: You make the 9-ball on the break.
- 9-Break-and-Run: You make at least one ball on the break and then run the rack for ten points.
- Rackless: Your opponent didn't break during your match.
- Clean Sweep Patch: For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.
- Shutout: You win 20-0 in 9-Ball.
- Mini Slam: 8-on-the-Break and 8-Break-and-Run **or** 9-on-the-Snap and 9-Break-and-Run on the same League night. Not available during tournament play. (Needs to be noted in the comment section of the scorekeeper app)
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*
- Team Captains patches are given out mid-session in the Spring Session and can be requested by calling the Local League Office.
- Division Rep patches are given out in the Spring Session.

- MVP patches are given to the Top Performing player by the 2nd week of Playoffs.
- HLT patches are given out at Tri-cups and World Qualifier.
- Regional Tournament patches for Singles Regionals are given out at those tournaments only. (October and March)

Players can earn one patch from each category per session. If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet. Patches will be passed out to players throughout the session by division reps and/or league operator.

Section 2: Local League Play

Rescheduling Matches

On occasion, a match may need to be rescheduled due to inclement weather, conflicts with other pre-qualified League obligations, or other reasons. These matches can be played before the originally scheduled date. You are required to reschedule a match if your match conflicts with your opponent's other pre-qualified League obligations and the opponent requests rescheduling. No team may ask to reschedule a match on the night of play after 5pm unless an emergency that can be verified has occurred. If the make-up is not done within two weeks, you must call or email the Local League Office to confirm that forfeit points will be received. If we are not notified, neither team will receive points.

If you plan to reschedule a match, due to inclement weather, or for other reasons, **you must notify the host location and the Local League Office.**

Please use the following procedure:

1. Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule.
2. Work with your opponent's Team Captain to select a date and time to play the rescheduled match. Rescheduled matches must be played within two weeks of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session, unless the Local League Office grants an exception, which will only occur as a result of special circumstances.
3. Teams must pay for the rescheduled match by the original scheduled match date or the non-paying team will not be awarded bonus points.

NOTE: There are no make-ups in the last 4 weeks of the session (except inclement weather). Points need to be accurate going into the last week for end of session and playoff standings. Make up matches due to inclement weather in the last 4 weeks must be made up within 1 week of the original scheduled date.

Preventing Forfeits

(Player May Play Twice on One Night)

Refer to **Team Match Play** in the General Rules section of the Official Team Manual, which states "**YOU MAY ONLY PLAY ONCE** in a team match." However, to help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, the Eastern Maine APA has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows one player (the "Replay Player") from a team (the "Replay Team") to play twice on the same night in the following circumstances:

- 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.
- The Replay Team's need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use/or potential need to use the Replay Rule **prior to the start of the 1st individual match.** The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.
- The team needing to do a replay gets to pick which player from their team will be the Replay Player. The replay player cannot cause the team to exceed the 23 handicap rule and would have to be a skill level 2, 3 or 4 (8 Ball) and 1.2, 3 or 4 (9 Ball).
- The "replay" must be played as the last match of the night. If a "replay" is used in a match other than the last match of the night, the re-played match and all subsequent matches will be forfeited by both teams.
- Both teams may utilize the Replay Rule on the same night if necessary. In this situation, both teams put up their own player. The team scheduled to put up a player in the 5th match designates their Replay Player first.
- Once a "replay" is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the "replay" match, the "replay" match is cancelled and the new player must play.

There is no limit on how often a team can use the Replay Rule during the regular session up to the last 2 weeks of the session as long as the above criteria are met in each instance. The Replay Rule is not in affect during **the last 2 weeks of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier. Doubles divisions are not permitted to use the replay player.**

Full Team Forfeits

Full team forfeits occur when a team fails to show within 15 minutes of the appointed start time. The match can begin with one player present. If a team fails to show up for a match, points are awarded as follows, provided forfeit match is submitted and all weekly league fees are paid:

8-Ball Open: seven (7) points and three (3) bonus points

9-Ball Open: 50 points and 20 bonus points

8-Ball Doubles: seven (7) points and three (3) bonus points

9-Ball Doubles: 40 points and 20 bonus points

Ladies: five (5) points and three (3) bonus points

Masters: eleven (11) and three (3) bonus points

NOTE 1: New divisions only – If this occurs during the first 4 weeks of the session, if possible, we will try to schedule make-up matches.

Changes to Team/Division

Roster changes may be made up to the 7th week in any session. The number of weeks to add players and make changes may change for some divisions in any session on an as needed basis due to holidays and/or BYES that may occur in those schedules.

NOTE: QUALIFIED TEAMS ONLY HAVE 4 WEEKS TO MAKE CHANGES TO THEIR ROSTER. WEEK 5 ROSTERS ARE LOCKED.

Adding players after the first 7 weeks: After 7 weeks, players may be added to your team only if your team meets all requirements of the Survivorship Rule and with approval by your League Operator:

- Your team must not have more than 5 players
- Teams may not add a player higher than a skill level 4
- Your team must be in the bottom half of the division standings
- No team may add players with less than 5 weeks left in any session
- Any new players added must meet all individual requirements to be eligible for Higher Level Tournaments (HLT).

NOTE: In the Spring Session ONLY, brand new players must have ten (10) lifetime matches before Tri-Annals to be eligible to play in the Eastern Maine APA World Qualifier.

Adding a new team to a division: The League Operator may add a new team to a division at any time during the first 4 weeks of the session. Those teams will have to make-up matches and/or receive average loss points depending on which week the team is added to the division.

Inclement Weather

The Local League Office will use school closings and state warnings to determine whether matches will be cancelled and rescheduled due to inclement weather. If you feel that weather conditions may result in League play being cancelled or postponed, check our Local League Website for the most up-to-date information. Contact the Local League Office if you have additional questions or concerns, but only after you have checked the website. Most important, ***please be safe*** and do not risk injury if you feel the travel conditions are unsafe.

During bad weather, either team must inform their opponent, host location and league operator if their team cannot show for the scheduled match and must accept a make-up. These matches must be rescheduled and be made up within 2 weeks. If there is a make-up match within the last 2 weeks of play due to inclement weather, those matches must be made up within the week. The Local League Office must be informed of any make-up matches.

Teams in Default

Any team that does not show up for its match for two consecutive weeks will be deemed to be in default and will be dropped from the division.

Additionally, any team that has not paid their League fees for two consecutive weeks can be dropped from the Division. Teams who have failed to pay their League fees for two consecutive weeks will be notified of the past due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying their share of the team fees owed. The defaulting team's players will be suspended from the League until their portion of the fees is paid. The Local League Office has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for any week they play while their fees are past due.

Section 3: Sportsmanship and Conduct

Five-Star Sportsmanship Program

This is supposed to be a fun League. Unsportsmanlike conduct will not be tolerated. The Five-Star Sportsmanship Program is used to recognize good sportsmanship, as well as identify problem players or teams. Just have fun.

Comments on Scoresheets

All concerns should be written on the scoresheet in a courteous and professional manner. This will guarantee that your concern is considered, documented and addressed. Abusive language directed at the League or the League Operator will not be tolerated on the scoresheets. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Scorekeeping

Only those on the team, or in some cases, any member from the opposing team is allowed to keep score. This assures that the person keeping score understands the format and proper scorekeeping.

Soliciting Players For Competing Leagues

Any players or teams who disrupt APA League play to solicit players for competing leagues could face possible suspension from League play and Online Member Services as determined by the Board of Governors (BOG) and/or the Local League Office. This would include any written or verbal slander, including anything on Social Media.

Disrupting Pool League

Any players or teams who undermine, defame or disrupt League play in the Eastern Maine APA could face possible suspension from the Eastern Maine APA Pool League and would also lose website privileges as determined by the BOG and/or the Local League Office. This would include any written or verbal slander, including anything on Social Media.

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without them when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

Suspended Players

Eastern Maine APA will honor any suspensions from all APA areas.

Section 4: Local League Playoffs and Tournaments

Session Playoffs

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

During each session, the 1st round of Playoffs will be scheduled on the same day of the week as your regular League play.

In accordance with Official Team Manual, the **Session Playoff Site** will be chosen at or prior to the Team Captains' Meeting at the beginning of the session and will be indicated on the schedule. It is possible a Playoff match will be held at a neutral location or at the home location of one or both of the teams involved. Player Eligibility: Players must have played at least 6 times with the team during the session to be eligible to play in the Session Playoffs. **NOTE:** In the Spring Session ONLY, brand new players must have ten (10) lifetime matches within that Spring Session (including playoffs) to be eligible to play in the Eastern Maine APA World Qualifier.

Tri-Annual – One Week Of Playoffs For All Division Sizes

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	1 st 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 2 nd Place vs Wild Card 3 rd Place vs 4 th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>12-16</u> Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wild Card 3 rd Place vs 6 th Place 4 th Place vs 5 th Place All winners advance to Tri-Annals	Awards: Top Point Finisher will receive the 1 st Place Session trophies

World Qualifier

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent East Maine APA in the APA World Pool Championships.

*A maximum of 7 teams will participate in the 8-Ball World Qualifier:

***Summer** - 2 teams from the Tri-Annual

***Fall** – 2 teams from the Tri-Annual

***Spring** - 2 teams from the Tri-Annual

Best of the Rest – 1 team

*A maximum of 7 teams will participate in the 9-Ball World Qualifier:

***Summer** - 2 teams from the Tri-Annual

***Fall** - 2 teams from the Tri-Annual

***Spring** – 2 teams from the Tri-Annual

Best of the Rest – 1 team

*subject to change based on team count

- Any team that loses in the finals of a Tri-Annual Tournament to a team already qualified, except for teams from a 4-team division, from a previous Tri-Annual may also be qualified (unless already qualified from a previous Tri-Annual).
- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in the East Maine APA here to retain their qualified status.
- Showdown Series Teams, (which include but are not limited to, 8-Ball Doubles, 9-Ball Doubles, Ladies, and Masters Divisions,) that qualify for their respective Vegas Qualifiers, must remain active in the East Maine APA to retain their qualified status.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.
- The Travel Assistance Fund will be used to provide travel assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated on their World Qualifier board.

NOTE: A \$300.00 termination fee will be charged to the teams that drop out of the division after losing at Eastern Maine APA World Qualifier.

Best of the Rest Tournament

The Best of the Rest Tournament will be played at the end of the Spring Session. All teams that lose in the final match of the Summer, Fall or Spring Tri-Annual and are not qualified for the World Qualifier will qualify for the Best of the Rest Tournament. One team per format will qualify to the World Qualifier from the Best of the Rest. The spring roster is the roster for the Best of the Rest Tournament.

Trophies

End of session awards will be given at the 2nd round of playoff matches. Each member of the first-place team will receive an award. In addition, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishment!

MVP (formerly Top Performing Players)

A plaque and patch for the MVP will be awarded for each division. MVP is determined in each division at the end of the regular session.

“MVP”/Top Player

Players that play a minimum of at least half the regular session (Playoff matches are not considered “regular” session matches) will be eligible for the MVP/Top Player Award. Using regular session data, the Top Player from each division will be determined by using the following equation to determine their “PA” (Points Available) percentage: Number of points earned / number of points available.

Example 8-Ball: In every 8-Ball match, a player has 3 points available to win. If a player played 10 matches, they had 30 points available to win. If they won a total of 13 points in those 10 matches then the calculation is: $13/30 = 0.43$ or 43% Meaning that player won 43% of the points available (PA) to them during the session.

Example 9-Ball: In every 9-Ball match, a player has 20 points available to win. If a player played 10 matches, they had 200 points available to win. If they won a total of 162 points in those 10 matches then the calculation is: $162/200 = 0.81$ or 81%. Meaning that player won 81% of the points available (PA) to them during the session.

Ties will be broken in the following order:

- 1) Using regular session matches played
- 2) Win percentage
- 3) Performance points
- 4) Lifetime win percentage

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the eligible members of those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board.

Travel Assistance is meant to help cover hotel rooms and air travel. If a player qualifies for more than one (1) format within the same event time, they will only be awarded one (1) airline ticket.

NOTE: Teams/players that choose not to stay at the Westgate, or book their own travel will be reimbursed based on a submitted receipt to the Local League Office for the exact amount or up to the cost paid by the Local League Office.

NOTE: All monies collected from APA Showdown Series 8-Ball Doubles, 9-Ball Doubles, Team Captains, Ladies and Masters Championships held throughout the year is used for travel expenses for the winning team(s) to attend the respective Championship Tournament.