



LOCAL BYLAWS

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Introduction

We would like to welcome 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 your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League. After all, the **APA is all about having fun, meeting people, and playing pool!**

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

Age Requirements

You must be 18 years of age or older to compete in The Green Mountain APA.

Office Hours

League Office hours are Tuesday through Saturday, 1PM to 10PM and Sunday from 6PM-10PM. 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.

Website

Our website address is

gm.apaleagues.com.

This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other Green Mountain 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 [Green Mountain APA Pool League](#) 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 email 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 \$50 regardless of the number of matches played. Full Team Fees must be paid for playoff matches and forfeit. As the APA is not responsible for cash, we recommend all weekly dues be paid by check. Please make your check payable to Green Mountain APA. There will be a \$30 charge for any returned checks, plus a loss of bonus points.

Scoresheets

Each week, Team Captains will visit members.poolplayers.com and log in to member services to download and print out their team's scoresheet. Members may also use the new APA app. Help in setting up a members services account is available by calling 802-370-5037 or emailing tewilliams@apaleagues.com. The scoresheet information will be updated by 7PM the day before League play. Scoresheets may not be handwritten.

Email a legible scan or picture of your completed scoresheet to greenmountainapa@gmail.com within 24 hours of play. Scoresheets are returned by self-addressed, stamped envelope and must be post-marked the next business day after play. (Or placed in the drop box at VT Pool and Bar within 24 hours of play.) No exceptions will be granted.

Bonus Points will be awarded as follows:

Four total bonus points in 8-Ball and **30 total bonus points in 9-Ball** are available each week to teams that complete their administrative responsibilities correctly (see below) and are not past due on any fees.

Two bonus points in 8-Ball and **15 bonus points in 9-Ball** available for:

Emailing a legible scan or picture of the neatly and accurately completed scoresheet to greenmountainapa@gmail.com within 24 hours of play.

The following scoresheet information must be completed in full:

- Start and end time at the top of your scoresheet
- Team to put up the 1st player
- Start and end times of each individual match written on the side of the scoresheet
- Correct player team number
- Correct player's name
- Correct player's assigned APA number (unless it's the player's first week in the league)
- Correct skill level
- Correct games/points player must reach
- Any S8, 8WP, E8
- Any 8BB, 8BR, 9S, 9BR
- Innings identified and totaled
- Safeties marked and totaled. If no defensive shots write ND or "0" in the box.
- Win/loss marked
- Number of games/points won/lost marked
- Sportsmanship rating
- No abusive comments are written
- Signatures from both teams

Two bonus points in 8-Ball and **15 bonus points in 9-Ball** available for:

Returning the completed scoresheet, along with a check or money order for team fees, in one of the provided envelopes - postmarked no later than the next business day after the match. Or returning envelope in the drop box at VT Pool and Bar within 24 hours of play.

WHEN WRITING A CHECK: Please make sure to fill in the correct date and that it's made out

to some form of Green Mountain APA. In the memo please write the team number and week that is being paid for.

WHEN PAYING WITH CASH: Please be sure to write down the names of who paid

Remember these are bonus points that are awarded at the sole discretion of the 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 – 8 Bye Points + 4 Bonus Points
- 9-Ball – 60 Bye Points + 30 Bonus Points

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

Comments on Scoresheet,

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.

Doubling-Up

General Rule 20 in the Official Team Manual 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 Green Mountain 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 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 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 4th individual match**. The opposing team must allow the replay; they cannot demand the Replay Team forfeit a match.

- The opposing team gets to pick which player from the other team will be the Replay Player. The opposing team can pick any player present except those whose play would cause the Replay Team to violate the 23- Rule. All players who have already played must be available as a choice for the “replay” match.
- 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 canceled and the new player must play.
- There is no limit on how often a team can use the Replay Rule during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in affect during **the last week of regular weekly League play of the session, Playoffs, Tri-Cup Tournaments or the World Qualifier.**

You are not allowed to use a double-up to create a line-up that would otherwise be

illegal: Team Roster = 4,6,4,7,5,4,3,4

Illegal double-up: 4,6,7,3(1), 3(2)

This double up is illegal because there is no possible 5-man line-up where the 4,6,7,3 can all play in the same match without violating the 23-Rule.

Team Roster = 4,6,4,7,5,4,3,4

Legal double-up: 4,5,7,3(1), 3(2) This double up is legal because a possible 5-man line-up can be made using 4,5,7,3 and one of the other 4s.

Teams that have outgrown themselves (i.e. cannot make a 5-man line-up that complies with the 23- Rule because players have improved enough to increase skill levels) must adhere to the 19/15-rule as detailed in the Official Team Manual.

Team Captain Responsibilities

People: Be responsible for the conduct of the team and team guests during League play. Refer to pg. 14 of the Official Team Manual for guidelines. Provide leadership and good sportsmanship with fair and honest competition. Encourage team members to stay until the end of the team match to cheer on their fellow teammates. (Also see pages 66-69.)

Payments: Collect the weekly team fee and any membership monies.

Player Information: Have Members complete membership applications. The player (rather than the captain) should call the League Office to discuss his/her own skill level.

Team Packets (Scoresheets): Ensure scoresheets are filled out completely and correctly and sign them at the end of the league night. Print out scoresheets before League play and mail them in the next day.

Rules: Read and understand the Official Team Manual and the Local Bylaws. Refer to pg. 9 of the Official Team Manual for additional information on Team Captains.

Sportsmanship Rating System

Refer to pg. 5-6 of the Official Team Manual for sportsmanship guidelines.

The 5-Star Sportsmanship Program designed to reward teams that are consistently great sports and to identify teams that deliver an unpleasant experience. Weekly team scoresheets have a section to enter the five-star rating of your opponent. Please review the Five-Star Rating guidelines below and call the League Office if you have questions.

Rating Suggested Guidelines

5 = "Top" rating - Team is one of the nicest in the League. Not only do they cause no problems and are a pleasure to play, but they go beyond the call of duty to show Good Sportsmanship and make your night out feel special.

Your team (win or lose) had a "Super" night out.

4 = "Target" rating - Team causes absolutely no problems and is a pleasure to play. Your team (win or lose) had a "Great" night out.

3 = "Average" rating - No major problems, night went well with only a few "minor" problems, maybe minor rule disagreements or someone's attitude got slightly out of hand, but opposing team Captain got them in line, apologized for the infraction, and night continued without further incident. Your team (win or lose) had a "Good" night out.

2 = "Poor" rating - Opposing team members in no way threatened or intimidated your players, however they did cause multiple problems while the opposing team Captain did nothing to get his/her players under control..... enough so that your evening wasn't fun. Ex: opposing team made degrading remarks to your players, tried to manipulate handicap by simply banging balls around table, or were just rude and unfriendly. Your team (win or lose) "did not" have a fun night out.

1 = "Totally Unacceptable" rating - Opposing team members may have threatened or intimidated your players or may have caused multiple "major" problems. Opposing Team Captain did nothing to get his/her players under control. Your team (win or lose) had a terrible night out. Write-Up must accompany this rating!

NOTE: for Ratings 1 and 5, please provide a written explanation on the back of your scoresheet, otherwise the rating will not be considered and default to 3. (Also see pages 66-69.)

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.
- Rackless: Your opponent didn't break during your match. (8-ball only)

- 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.
- Skunked: You win 20-0 in 9-Ball.
- 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.

- 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.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*

- Sportsmanship: You may nominate a player for a good sportsmanship patch. Write the nomination on your scoresheet and the League Office will determine if the patch will be awarded.

- Pins: You must earn five corresponding patches in a session to get a pin.
 - o 8-on-the-Break, 8-Break-and -Run, 9-on-the-snap, 9-Break-and-Run

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet and fill out the Patch Request form. Patches will be awarded each time the player meets the criteria for earning a patch as long as the Patch Request form is completed and sent in to the League Office.

Patches are awarded the week after they are earned.

Forfeit Procedure

Forfeits will not be allowed during the first four weeks of a session. If a team fails to show up for a match during the first four weeks, the League Office will attempt to schedule a make-up match. If no make-up match can be re-scheduled, BYE POINTS will be awarded. If after the first four weeks a team fails to show up for a match, the opposing team (provided five players are present) will receive 8 points. Teams that do not show up for 2 consecutive weeks may be considered dropped from the League and a new schedule will be issued. Teams that are dropped will be responsible for all remaining weekly fees for the session and will not be allowed back into the league until fees are paid. An individual from a dropped team may pay his or her share of the fees and return to the League.

Past Due Procedure

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next scoresheet and points may be taken. Additionally, the Team Captain (& other players) may be marked ineligible to play. If payment is not received at this time, the team will be given notification that they will be dropped from the League for nonpayment. If the fees are not brought current by the third week, the team will be dropped from the League for nonpayment. All players on the team will become equally responsible for the fees that are due, including those for the remainder of the session, and will not be able to rejoin the League until they have paid their portion. The League Office will not be responsible for dues or monies that have not been paid by the Team Captain or other member designated by the team. Teams having rosters with players who owe money to the League will not be able to participate in any play-offs, Local Team Championships, or other tournaments until such monies are paid. Teams that are habitually late may be asked to replace their Team Captain with another, more responsible player.

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 his/her 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 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.

Rescheduling Matches

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you wish to reschedule a match, **you must make a request to the League Office**. Upon receiving approval from the League Office please use the following procedure:

- Contact the captain of the team you are scheduled to play and notify them of your intent to reschedule;
- If requested to do so, captains must reschedule matches if the team has other pre-qualified League obligations such as a National Tournament.
- 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. Exceptions with special conditions may be made by the League Office.
- Teams must pay for all matches by scheduled match date or they will lose bonus points.
- Team Captains must also contact the host location with as much notice as possible and inform them they will not be there the night of play.

- Players are to always play at their current skill level. (Page # 27 in the OTM)

Inclement Weather

Rescheduling for inclement weather is generally a result of snow or icy conditions but can result from any condition that makes it dangerous for players to travel to their match locations. The League Office will use school closings and state warnings to determine whether it is appropriate to reschedule matches due to inclement weather. If you feel that weather conditions may interfere with your, or your team's ability, to get to your scheduled match location, contact the League Office for additional instructions.

Refusal to Do Business With

The vast majority of players have a great time in the League and display true sportsmanship. We seek to promote those who personify the APA spirit. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

At any time, at the sole discretion of the League Operator, Green Mountain 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.

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 does not have the right to require a Host Location to permit access to a banned person for a League match.

Suspended Players

Green Mountain APA will honor any suspensions from a neighboring APA area.

Session Playoffs

Teams finishing in first through third place in their division (based on total points for the session) will advance to the playoffs. One wildcard team (a team selected at random from the remaining teams) will also advance. First place will play the wildcard and second place will play third place. The advancing teams will play each other to determine a division winner. This division winner will advance to the APA World Qualifier (WQ), formerly referred to as the Local Team Championships (LTC), held in the early Summer. Individual players on a team need to have completed 6 matches during the session (not including forfeits and byes) to be eligible to compete in the playoffs. This number may be reduced to 4 matches in Summer divisions or divisions that last fewer than 12 weeks of regular play.

A team finishing second to an already qualified team will earn eligibility for the World Qualifier in divisions of 5 or more teams. In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

Number of Teams in Division (at Week 6)	Playoff Structure
<p style="text-align: center;"><u>4-5</u></p> <p style="text-align: center;">1 Team qualifies into WQ's</p> <p style="text-align: center;">-----</p> <p>1st Place points during summer session is not an option for a Division this size.</p>	<p style="text-align: center;">Playoffs:</p> <p style="text-align: center;">1st Place vs. Wild Card</p> <p style="text-align: center;">Winner advances to WQ's</p>
<p style="text-align: center;"><u>6-11</u></p> <p style="text-align: center;">1 Team qualifies into WQ's</p> <p style="text-align: center;">-----</p> <p>1st Place points team, from only the summer session, will earn automatic qualification into the WQ's</p>	<p style="text-align: center;">Playoffs:</p> <p style="text-align: center;">1st Place vs. Wild Card 2nd Place vs. 3rd Place</p> <p style="text-align: center;">Winners of the first round play each other</p> <p style="text-align: center;">Winner advances to WQ's</p>
<p style="text-align: center;"><u>12-16</u></p> <p style="text-align: center;">1 Team qualifies into WQ's</p> <p style="text-align: center;">----- 1st</p> <p>Place points team, from only the summer session, will earn automatic qualification to the WQ's</p>	<p style="text-align: center;">Playoffs:</p> <p style="text-align: center;">1st Place vs. Wild Card 2nd Place vs. 3rd Place</p> <p style="text-align: center;">Winners of the first round play each other</p> <p style="text-align: center;">Winner advances to WQ's</p>

Eligible Teams

Teams who win their division and/or become eligible for the World Qualifier must maintain the following:

- Good standing in the league
- The team must play in the Green Mountain APA for the rest of the League year (through the Spring Session)
- The team must finish in the top 50% of their division or face heavy scrutiny of their handicaps and eligibility by the League Operator
- Players on the winning team, who wish to play in the World Qualifier, must remain current with 6 matches per session (forfeits and byes do not count)
- Players added in the spring session must have a minimum of 20 matches and have the permission of the League Operator
- Spring roster will be used as the roster for the World Qualifier

Player Fund

The players fund is a percentage of the weekly dues and is paid back 100% to the players. The fund covers the following:

- Trophies, patches, end of session prizes and local tournaments
- Travel Assistance for the teams that qualify for the World Pool Championships
- Awards and incentives

Any player who owes money or paperwork, is on a team that owes money or paperwork, is suspended or otherwise not in good standing with the Green Mountain APA is not eligible for ANY Player Fund activities including Captain's Tournament, Singles Tournaments, Raffles, Trophies, Prizes and Travel Fund.

APA World Qualifier, formerly referred to as the LTC (Local Team Championship)

The APA World Qualifier determines which team or teams advance to the APA World Pool Championships in Las Vegas (number of team slots based on the total teams in the Green Mountain APA.) The tournament will be held early in the next year's summer session and will be a true double elimination format.

Players on the winning team(s) must remain on an active roster in the format they will be participating in while at the WPC in Las Vegas.

Travel Assistance for the World Pool Championships

Travel assistance is to be awarded the team(s) advancing from the World Qualifier to the APA World Pool Championships held each August in Las Vegas, Nevada. The Travel Assistance fund is not prize money and should not be considered prize money.

Travel Assistance is to offset some or all the expenses of the team in traveling to and participating in the World Pool Championship. The Travel Assistance is \$795.00 per person for the team members going to Vegas. Proof of travel arrangements to the World Pool Championship is required. If a team wins the World Pool Championship and does not intend to go to the World Pool Championship, the team is not eligible to receive the travel assistance fund. The Travel Assistance will be awarded to the second-place finishing team. Likewise, if one or more players on the winning World Qualifier team will not be going to the World Pool Championship, the nonattending players are not eligible for a share of the Travel Assistance fund.

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the 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.

Second Chance Tournament

Any GMAPA team that played all three sessions and lost in playoffs or a team that has played all three sessions and has lost its qualification will be eligible for this tournament. This tournament is designed to fill any byes in the WPQ 16 team bracket. If there are no byes, no tournament will take place. This will be a modified single elimination tournament. Brackets will be played out only until the number of teams needed are reached.

Final Notes

Read the APA Official Team Manual and know what the rules mean. If you are unclear, ask for an explanation. Do not tell someone else that they are wrong if you are not 100% sure yourself. Take your Official Team Manual and these Bylaws with you to matches so you can refer to them if necessary.

Good Luck!

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