APPROVED
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Maine APA Pool League Local Bylaws

Local Bylaws are additional rules, policies, and procedures unique to Maine. The Bylaws should be used in correlation with the Official Team Manual. These Bylaws supersede the APA Official Team Manual during regular session and local Tournaments.

www.apamaine.com

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 your Official Team Manual provided by the APA. These Local 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 review the Local Bylaws and Official Team Manual which are both located in the APA Pool League App. All Local Bylaws and related documents with dates prior to the revision date of this document are null and void.

Pauline and John Ostro
Maine APA League Operators

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SECTION 1: OFFICE HOURS/CONTACT INFORMATION

Hours: Monday through Friday - 8:00 a.m. to 5:00 p.m.
After 5:00 p.m.: Please leave a message or call your Division Rep (DR)
Office: (207) 353-6466
Fax: (207) 353-6566
Mailing Address: P.O. Box 88 Lisbon Falls, ME 04252
E-mail: postro@apamaine.com
S.P.E.E.D. Program E-mail: scoresheets@apamaine.com
Facebook: Maine APA (https://www.facebook.com/maine.apa.3/)
Website: https://apamaine.com

SECTION 2: LEAGUE FEES

Membership Dues:
The annual membership dues are $30.00. 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.

Weekly League Fees (Regardless of forfeits):

- Doubles League: $20
- Ladies League: $33
- 8-Ball Teams: $55
- 9-Ball Teams: $55
- Masters Teams: $33

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. If you choose to pay by check, those should be made payable to **Maine APA and mailed to POB 88 Lisbon Falls, ME 04252**

Forfeited Matches:
When a forfeit occurs, the team is still responsible for sending in the full week's fees. It is recommended that a team has a Forfeit Fund. Collect an extra $2.00 from each player to be used if a forfeit occurs during the session.

Paying Fees:
Maine APA urges all teams to submit payments electronically through the APA app. Any payment sent electronically must adhere to the rules and timelines, which can be found in Exhibit E (page 19). Failure to send payment in a timely manner will result in a loss of bonus points. **The Local League Office is not responsible for checks, money orders or cash that is lost in the mail.**

NSF Charge:
There will be a $35.00 charge for any returned check(s) for non-sufficient funds.

Regular Session Playoffs:
Each team is responsible for paying for their own playoff match. Playoff fees are the same as regular session

Delinquent Teams/Players:
Any team and/or members that fall behind 3 weeks in sending scoresheets, player fees, membership dues, etc., will be suspended and removed from the division until payment is made.

Payouts to Teams/Players:
Checks issued to teams/players are valid for 90 days. After 90 days any costs incurred by the team/players is not the responsibility of the Maine APA.

SECTION 3: FORMATS OFFERED

A variety of formats have been established for League Play:

- Open Format (8-Ball Teams or 9-Ball Teams)
- Ladies 8-Ball
- 8-Ball and 9-Ball Doubles
- Masters

For more information on formats, see League Organization, 'The Formats', in the League Structure section of the APA Official Team Manual.

SECTION 4: WEEKLY TEAM POINTS

Team Skill Level Limit (23-Rule):
The rule is in place to keep all teams equal. It deters handicap manipulation and stacking a team. Teams which break the 23-Rule will be penalized, whether their opponent catches it or not.

In 8-Ball: When the 23-Rule is broken, the offending team would receive zero points for that team match. The non-offending team would receive all points they won plus two points for the match in which the 23-Rule was broken and any subsequent matches.

In 9-Ball: When the 23-Rule is broken, the offending team would receive zero points for that team match. The non-offending team would receive all points they won plus 15 points for the match in which the 23-Rule was broken and any subsequent matches.

Bonus Points:
Three (3) bonus points for 8-Ball Open Teams, 8-Ball Doubles, and Ladies Teams. Twenty (20) bonus points for 9-Ball Open Team and 9-Ball Doubles Teams. Bonus Points are awarded based on:

- Submitting a full team match through the Scorekeeper app or faxed or emailed as a PDF the next day following League play

  NOTE: No Bonus points will be awarded for partial matches received unless a makeup has been scheduled (Please make a comment in the notes section of the scorekeeper app about the makeup match)

- Payment of weekly league fees

Team points can be disputed within 2 weeks of play, after that all points will stand as is. Please see Bonus Points Flier; Exhibit D (page 18).

Make-up Matches:
If Team A asks for a postponement, the match must be made up WITHIN TWO WEEKS, and Team A must accept the make-up date of Team B. The League Operator has the final decision on these matches. The Local League Office must be notified and give the OK for any schedule changes. No team may ask for a make-up match on the night of play after 5:00 p.m. unless an emergency that can be verified has occurred. If the make-up is not done within two weeks, then the team receiving the forfeit must send in the scoresheet and write forfeit and make sure it is sent in within 2 weeks. You also must call or e-mail the Local League Office to confirm that they are receiving the forfeit point(s). If we are not notified, neither team will receive the point(s).

NOTE: There are no make-ups in the last 4 weeks of the session (except for inclement weather, see page 13). Points need to be accurate going into the last 4 weeks for end of session and playoff standings.

Replay Rule:
In an effort to prevent forfeited matches, teams are allowed to play a *Replay Player*; a player who plays a 2nd match during a regular session team match. Replay players are only meant to help teams from forfeiting when short a player. When utilizing a replay player, a team must follow these requirements:

- Replay players can only be used **twice** in any one given session.
- Replay players must be a skill level 4 or lower.
- **Replay Players can only play the 5th and/or last match. (This means no team can play 2 replay players in one night)**
- Replay Players cannot be used in the last 4 weeks of the session, or during Playoffs, Vegas Qualifier or HLTs.
- Teams must notify their opponents of the need, or potential need to use a Replay Player prior to the start of the coin flip
- The opponent cannot refuse the team's request to play a Replay Player.
- If a team has a 5th player show up prior to the start of the 5th match, that player must play, before a Replay player is utilized.
- If you have a full team (5 players) available to play within the 23 rule, a Replay Player cannot be used.
- Replay Player matches count towards matches played for that player.
- Teams must pay for the Replay Player match.
- The Team Skill Level Limit (23-Rule) cannot be broken when a Replay Player is played.
- Captains must keep track of their use of the Replay Players. If a team is in violation of the Replay Player Rule by using it more than twice in a session, breaks the 23-Rule or uses a Replay player when there is a full team available, the opposing team will receive 2 points in 8-Ball & 15 points in 9-Ball. The offending team receives 0 points for that match.
- The Local League Office will keep track of teams that have used a Replay player by placing "G1" or "G2" beside their team's name.
- Both teams can use their Replay Player in the same team match
- Use of the Replay Player needs to be noted on the scoresheet by circling the players name and writing' Replay Player' in the memo section in Scorekeeper.

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: eight (8) points and three (3) bonus points
9-Ball Open: 60 points and 20 bonus points
8-Ball Doubles: eight (8) points and three (3) bonus points
9-Ball Doubles: 60 points and 20 bonus points
Ladies: five (5) points and three (3) bonus points
Masters: 15 points and three (5) 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.

Byes: No weekly fees will be due and there will be no scoresheet to turn in. Points are awarded as follows for BYES that occur in the schedule:

8-Ball Open: eight (8) points and three (3) bonus points
8-Ball Doubles: eight (8) points and three (3) bonus points
9-Ball Open: sixty (60) points and twenty (20) bonus points
9-Ball Doubles: sixty (60) points and twenty (20) bonus points
Ladies 8-Ball: five (5) points and three (3) bonus points
Masters: fifteen (15) points and three (5) bonus points

Completing Paper Scoresheets Accurately:
When paper scoresheets are required, please see the following 2 Exhibits:

NOTE: If you split matches and go to 2 tables make sure that you and your opponent have filled out those matches completely.
Exhibit A: How to Keep Score in 8-Ball (page 15)
Exhibit B: How to Keep Score in 9-Ball (page 16)

SECTION 5: ELECTRONIC SCOREKEEPING

APA Scorekeeper App:

Maine APA is an electronic scorekeeping league, with 8-Ball Teams, 9-Ball Teams and Ladies 8-Ball teams utilizing the app. You'll use your smartphone or tablet to keep score on league night. Click the following link to access the Electronic Scorekeeping Informational Packet; https://conta.cc/41YUUbU

SECTION 6: DISPUTES / PROTESTS

Refer to **Protests and Disputes** in the General Rules section of the Official Team Manual.

Disputes:

1. Disputes should first try to be resolved by the two players. If the two players agree to settle, there is no dispute.
2. If the dispute cannot be resolved by the two players, coaches and/ or Team Captains should try to resolve it.
3. Contact your Division Rep for clarification of rules or any questions if the situation cannot be resolved.
4. If the situation cannot be resolved, a written protest will need to be submitted to the Local League Office.

Protests:

When a protest occurs, both players must stop their match at that point. They do not continue. The next two players are to go to the table and start the next match. Both teams must write in a protest (letter of explanation) with their scoresheet along with a $20.00 fee from each team. The team that wins the protest, after the Board of Governors (BOG) meet, will be credited the $20.00. If both players agree to continue playing, the match will stand as is and no protest will be allowed.

SECTION 7: CHANGES TO TEAM/DIVISION

Adding or changing players:

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: WORLD 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 (per BOG)
- 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 prior to the end of the Spring Session to be eligible to play in the Maine APA World Qualifier ('Vegas 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.

SECTION 8: PLAYOFFS AND TRI-CUPS

Number Of Teams In The Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
4-5 Two Teams Qualify For the Tri-Annual	1st Place vs Wild Card	Awards: First and Second Place Session Trophies and Top Player Plaque & $50
6-11 Four Teams Qualify for the Tri-Annual	1st Place vs Wild Card 2nd Place vs 3rd Place	Awards: First, Second and Third Place Session Trophies and Top Player Plaque & $50
10-16 Four Teams Qualify for the Tri-Annual Two Teams Qualify for the 2nd Chance Tri-Annual	1st Place vs Wild Card 2nd Place vs 3rd Place 2nd Chance Playoffs (Based On Points) 1st Place vs 4th Place 2nd Place vs 3rd Place	Awards: First, Second and Third Place Session Trophies and Top Player Plaque & $50 2nd Chance Playoffs No Trophies

Requirements for Playoffs:
Each player must play the minimum number of matches listed below to participate in end of session Playoffs and Tri-Annuals:

- **Summer:** 6 matches played
- **Fall:** 6 matches played
- **Spring:** 6 matches played

NOTE 1: 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 Maine APA World Qualifier ('Vegas Qualifier)

Exception: One brand new player can obtain their ten (10) lifetime matches needed at the Spring Tri-Annuals

NOTE 2: The required number of minimum matches played may change for some divisions in any session based on holidays, BYES or new divisions that start late in those schedules.

Requirements for Tri-Annuals:

1. Your team must be registered for the next session or your team will not be included in the Tri-Annuals draw.
2. If you register and play in the Tri-Annuals, you are obligated to finish the session (win or lose at the Tri-Annuals). Should your team lose at Tri-Annuals and then drop out of the division the following week; your team will owe a $300.00 termination fee for disrupting the division and Tri-Annuals. The Team (as determined by the League Office) will be responsible for a full termination fee of $300.00.

Tri-Annual Format:
Exhibit C (page 18)

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 the Maine APA in the APA World Pool Championships.

A maximum of 24 teams will participate in the 8-Ball World Qualifier
Summer – 8 Teams Qualify from the Tri-Annual
Fall – 8 Teams Qualify from the Tri-Annual
Spring – 8 Teams Qualify from the Tri-Annual

A maximum of 24 teams will participate in the 9-Ball World Qualifier
Summer – 8 Teams Qualify from the Tri-Annual
Fall – 8 Teams Qualify from the Tri-Annual
Spring – 8 Teams Qualify from the Tri-Annual

ADDITIONAL NOTES:
1. Number of teams participating in the 8/9 Ball World Qualifier is subject to change based on team count
2. All Players on Qualified teams must remain active in the Maine APA and format they are qualified in to participate in Tri-Annual, World Qualifier and World Pool Championships.
3. All players must have play 6 matches played in the session they qualified and all subsequent sessions and they must have 10 lifetime matches in the last 2 years.
4. All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk losing their qualification.
5. Travel Assistance is provided to the teams advancing to the APA World Pool Championship. If a team chooses not to attend this event, the slot and travel assistance will be given to the team they last eliminated.

SECTION 9: PLAYER INCENTIVES

MVP/Top Performing Players:

A plaque, patch and $50.00 for the Top Performing player will be awarded for each division. Top Player is determined in each division at the end of the regular session for all leagues.

"MVP"/Top Player:

Players that play a minimum of at least half the regular session (Playoff/Tri-Annual 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 divided by 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 using regular session matches played:

1) Total number of matches played

2) Win percentage
3) Performance points
4) Lifetime win percentage

Patch Program:
Locally, every active APA member can earn one (1) of each patch per session. Patches are available based on format, and listed below:

- 8-Ball patches:
  - 8-on-the-Break
  - Break-and-Run
  - Rack-and-Run (Needs to be noted in the comment section of the scorekeeper app)
  - Rackless Nights
- Hat Trick Hat:
  - Can be earned by completing an 8 on the Break, 8-Ball Break and Run and 8-Ball Rack and Run
- 9-Ball patches:
  - 9-on-the-Snap
  - Break-and-Run
  - 20-0 match (Shutout)
- Grand Slam Patch:
  - Can be earned by completing an 8 on the Break, 8-Ball Break and Run, 9 on the Snap and 9-Ball Break and Run
- MVP patches are given to the Top Performing player by the 2nd week of Playoffs.
- HLT patches are given out at Tri-Annuals and World Qualifier
- Regional Tournament patches for Singles Regionals are given out at those tournaments only. (October and March)

SECTION 10: HIGHER LEVEL TOURNAMENTS (HLT)

Refer to the Tournament Information and Rules section of the Official Team Manual for player and team eligibility.

Higher Level Tournament Requirements:
The APA Championship rules will always supersede Local Bylaws in all Higher Level Tournaments (HLT). All players must have a minimum of ten (10) actual league match scores to be eligible for the Maine APA World Qualifier (WQ) ('Vegas Qualifier') or APA World Pool Championship (Las Vegas). Actual league match scores include regular session play and end of session playoffs.

NOTE: Any teams/players qualified for the Maine APA World Qualifier ('Vegas Qualifier') in 8-Ball and/or 9-Ball must maintain their standing by meeting minimum play requirements from the session in which they qualified through the Spring Session. Any players not meeting minimum play requirements will become ineligible to play with the qualified team.

Any players not meeting minimum play requirements in the Spring Session will not be listed on the Team Roster for the Maine APA WQ. Additionally, all teams must end each session from the time they qualify in the TOP 50% of their division or RISK LOSING their eligibility. Teams qualified for the WQ MUST play the entire Summer Session in order to play in the WQ.

HLT Travel Assistance:
All qualified 8-Ball & 9-Ball teams for the APA World Pool Championship will be provided with travel assistance towards the entry into the tournament, two (2) hotel rooms, up to $475.00 per room, and air travel up to $425.00 per player.

NOTE 1: Teams/players that choose not to stay at the Westgate for any HLT 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 2: 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.

Nonattendance of Championship Tournaments:
If a team or player chooses not to attend the respective Championship Tournament, they will forfeit all prize monies and every effort will be made to send the Runner-up team as long as deadlines with the National Office have not passed. HLTs are not cash payout tournaments.

SECTION 11: 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. Please see Exhibit G (page 21 & 22) on the Sportsmanship Program.

SECTION 12: PLAYER ETIQUETTE

Refer to the Etiquette section in the Official Team Manual. To help make your evening of League play enjoyable, as well as enhance the enjoyment of those around you, please observe these basic guidelines of etiquette. Treat your opponent as you would like to be treated. Pay attention to your match; be ready to shoot when it is your turn so you don't slow down the match. If you are expected to play, have your cue ready, have enough quarters for the table (if needed) and begin your match as soon as the previous match is over. Limit coaching to one minute. Cheering for your teammate is part of the fun, but don't cheer against your opponent. A fun and competitive evening of League play is a goal that can be achieved by observing these guidelines and displaying good sportsmanship. Refer to the Time Guidelines.

QUICK REFERENCE GUIDE

Average Shot	20 Seconds
Special Shooting Situation	45 Seconds
Time-outs	1 Minute
New Player Selection	1 Minute
Team Match Forfeit	15 Minutes *(past appointed start time)*
8-Ball Team Match	4 Hours
9-Ball Team Match	3.5 Hours
Doubles Matches (8-Ball & 9-Ball)	2 Hours
Masters Team Match	3 Hours
Ladies Team Match	2.5 Hours

SECTION 13: MISCELLANEOUS RULE QUESTIONS

Age Restriction:
Players 18 years of age and older are eligible to play in the 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.

Breaking Down Cue:
Breaking down your cue before the end of the match may be considered a sportsmanship violation and may result in penalties at the sole discretion of the

Local League Office. Breaking down your cue in this manner is considered poor etiquette at best, and unsportsmanlike conduct at worst.
ONLY EXCEPTION: When there is an obstruction where a full-length cue will not fit, or when a player cannot reach and a legal extension can be attached.

Coaching:
Refer to **Coaching** in the General Rules section of the Official Team Manual. Only the coach can approach the shooting player. Coaches may talk to team members and ask advice, but team members cannot talk to the shooting player. **Locally, the coach may not mark the table in any way, including leaving chalk to mark where they want the player to hit the rail. Even though this is allowed at the National Level; if this happens locally, it is a sportsmanship violation.** Coaches may be changed each and every game. In ball-in-hand situations, the coach may place the cue ball during a time-out, but remember the cue ball is always live. The coach can also foul with the cue ball in their hand.

Delay of Game:
Once a match has begun, the match can be delayed only for certain reasons. Acceptable forms of delay of game would an emergency or a bathroom break. Unacceptable forms of delay of game would be cell phone calls/use, smoke breaks, ordering drinks/food while playing. If any of these unacceptable forms of delay should occur, the opponent or Team Captain will issue a warning to the offending player. If the delay of game continues for any reason, after issuing a warning, it will be considered a sportsmanship violation. Penalties may be assessed at the sole discretion of the Local League Office.

Inclement Weather:
During inclement weather, either team must inform their opponent 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 and Host Location must be informed of any make-up matches.**

Jump cues: No jump cues are allowed locally, although you may jump with any full-length shooting cue. Jumps must be executed correctly (no scooping the cue ball) and the Host Location must allow jump shots.

Lagging:
You may lag with any ball EXCEPT the cue ball.

Male 1's or 2'S (HLT Skill Levels):
At Tri-Cups, States and Championship Level Events, ladies may participate at their assigned skill level, even if that assigned skill level is lower than a SL3, all other players must participate at a skill level 3 or higher.

Pocket Markers:
You can mark your pocket for the 8-Ball with anything except chalk. (Chalk holders are permissible)

Push Shots & Double-hits:
The APA does not call a push shot, however; a double-hit on the cue ball will be called. If the cue strikes the cue ball twice in the execution of a single stroke, it is a foul and will result in ball in hand. In general, the shooter can lessen the likelihood of committing this type of foul by hitting the cue ball into the object ball or rail at an angle, or by elevating the butt of the cue about 30 degrees. This does not guarantee that a foul will be avoided; however, it cuts down the length of the follow through, which is the principal cause of a double-hit. If the shooter shows intent of a double-hit, their team should warn them, or the opponent should have someone watch the hit.

Scorekeeping:

Only those on the team are allowed to keep score. This assures that the person keeping score understands the format and proper scorekeeping. For more information on filling out the scoresheet properly, and how to keep score for 8-Ball & 9-Ball refer to The Official Team Manual or exhibit A & B (page XX)

Stalemates:
In the unlikely event that a game should become stalemated, meaning that neither player can, or wants to, make use of ball-in-hand, the balls are reracked and the player that had the break at the start of the stalemated game breaks again. A game shall be considered a stalemate when both players or teams agree. There is a maximum of 3 turns that can occur if ball in hand is not utilized before a game is stalemated.

Commented [1]: added

Using Balls to Measure:
Players are not allowed to remove a ball which has been pocketed to measure a space. It is a sportsmanship violation.

Watching Hits - If you or your opponent request someone to watch the hit, an unbiased player can be asked to watch the hit and rule on the validity of it. If an unbiased player is not available, a non-APA player can be asked to watch the hit as long as an explanation is given and they understand what they are watching for'. If you request a hit to be watched, the shooter must accept it and wait for an unbiased player to watch the hit.

SECTION 14: MAINE APA WEBSITE & APA APP

The Maine APA website and the APA App are for entertainment purposes only. Our APA website is designed for you to be informational and fun at the same time. The APA App is for current information as well. Neither are intended for members to extract sensitive information and provide it to a third party to hurt the players or Host Locations participating in our League. Players that register and agree to the Online User Agreement must adhere to this, however any Maine APA member, registered or not, that supplies information to a third party that causes harm to the Maine APA, its players or locations will be immediately suspended from the website, the APA app, and from the Maine APA Pool League.

SECTION 15: 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

SECTION 16: DISRUPTING THE MAINE APA POOL LEAGUE

Any players or teams who undermine, defame or disrupt League play in the Maine APA could face possible suspension from the 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.

SECTION 17: MAINE APA FACEBOOK FAN PAGE

The Maine APA Facebook page is for entertainment and information only. The intention of the page is to share information in regards to aspects of the Maine APA League, or the National Office. Sensitive information will not be provided publicly and players looking for specific sensitive information should call the office, email the office, or send a private message through Facebook. Any "fan" of the page who are contributing negatively or harassing, defaming or slandering the Maine APA League, the National APA League, BOG or League Operators, Host Locations or other players will be banned from the page, with possible further action.

SECTION 18: CHANGES/ADDITIONS TO BYLAWS

Maine APA Bylaws are subject to changes or additions as needed. These changes, clarifications and/or additions will be added each time the Local Bylaws are updated. If there are rule changes/additions, teams will be notified through channels of communication, including but not limited to a physical flier, electronic flier, announcement in the newsletter, Maine APA website, the APA App, or Maine APA Facebook page. Descriptions of the new/ additional rules will be posted under the Rules/Bylaws section on the Maine APA website.

Exhibit A

[8-Ball Scorekeeping - Paper]

[8-Ball Scorekeeping - Electronic]

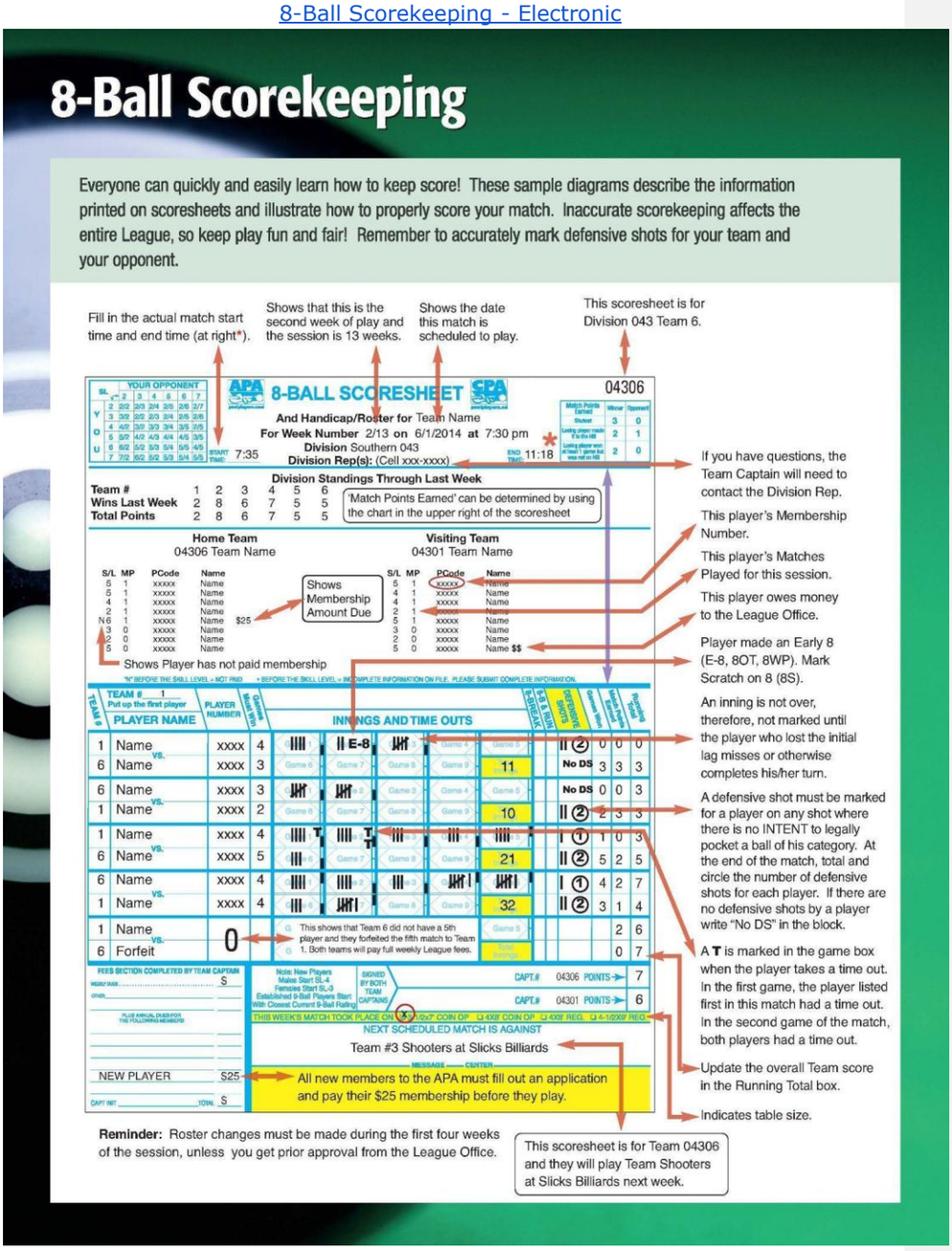


Exhibit B

[9-Ball Scorekeeping - Paper]

[9-Ball Scorekeeping - Electronic]

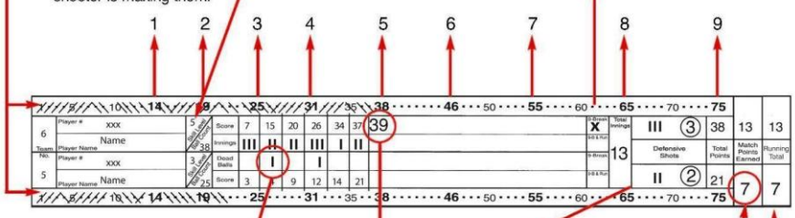
9-Ball Scorekeeping

Scorekeeping & Defensive Shots Videos Available on YouTube! If you need a little refresher on 8-Ball or 9-Ball scorekeeping, or if you're new to the APA, visit our YouTube Channel at **youtube.com/apaleagues** to check out the instructional videos. You'll also find a segment on Marking Defensive Shots—one of the keys to proper scorekeeping.

Using the line of numbers, keep track of the balls (points) as the shooter is making them.

Skill level points each skill level needs

9-on-the-break — Break-and-Runs should be marked in this column.



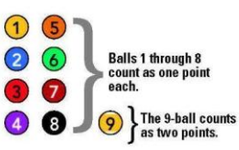
DEAD BALLS

Keep track of any balls not credited to either player. You should account for these balls to avoid confusion.

In the 6th game player one had 37 points. In the 7th game we see that he broke the rack and made the 9-on-the-break, which gave him 39 points and the match. Player one is a SL5 and his highest possible points are 38. In the total points block you will record 38.

A defensive shot must be marked for a player on any shot where there is no INTENT to legally pocket a ball of his category. At the end of the match, total and circle the number of defensive shots for each player. If there are no defensive shots in a match write "No DS" in the block.

Update the overall Team score in the Running Total box.



THE SKILL LEVEL OF THE PLAYER WHO LOST IS USED TO DETERMINE THE MATCH POINTS WON.

The sample scoresheet above shows that player two, who is a SL3 lost the match. To award the match points earned, we need to look for his skill level on the Score of Match chart. The area circled above shows that if a SL3 lost and his score for the match was 21, the match points are 13-7. You will record 7 points for player two and 13 points for player one.

Loser's S/L	SCORE OF MATCH								
	20-0	19-1	18-2	17-3	16-4	15-5	14-6	13-7	12-8
1	less than 3	3	4	5&6	7	8	9&10	11	12&13
2	less than 4	4&5	6&7	8	9&10	11&12	13&14	15&16	17&18
3	less than 5	5&6	7-9	10&11	12-14	15&16	17-19	20&21	23&24
4	less than 6	6-8	9-11	12-14	15-18	19-21	22-24	25-27	28-30
5	less than 7	7-10	11-14	15-18	19-22	23-26	27-29	30-33	34-37
6	less than 9	9-12	13-17	18-22	23-27	28-31	32-36	37-40	41-45
7	less than 11	11-15	16-21	22-26	27-32	33-37	38-43	44-49	50-54
8	less than 14	14-19	20-26	27-32	33-39	40-45	46-52	53-58	59-64
9	less than 18	18-24	25-31	32-38	39-46	47-53	54-60	61-67	68-74

Exhibit C

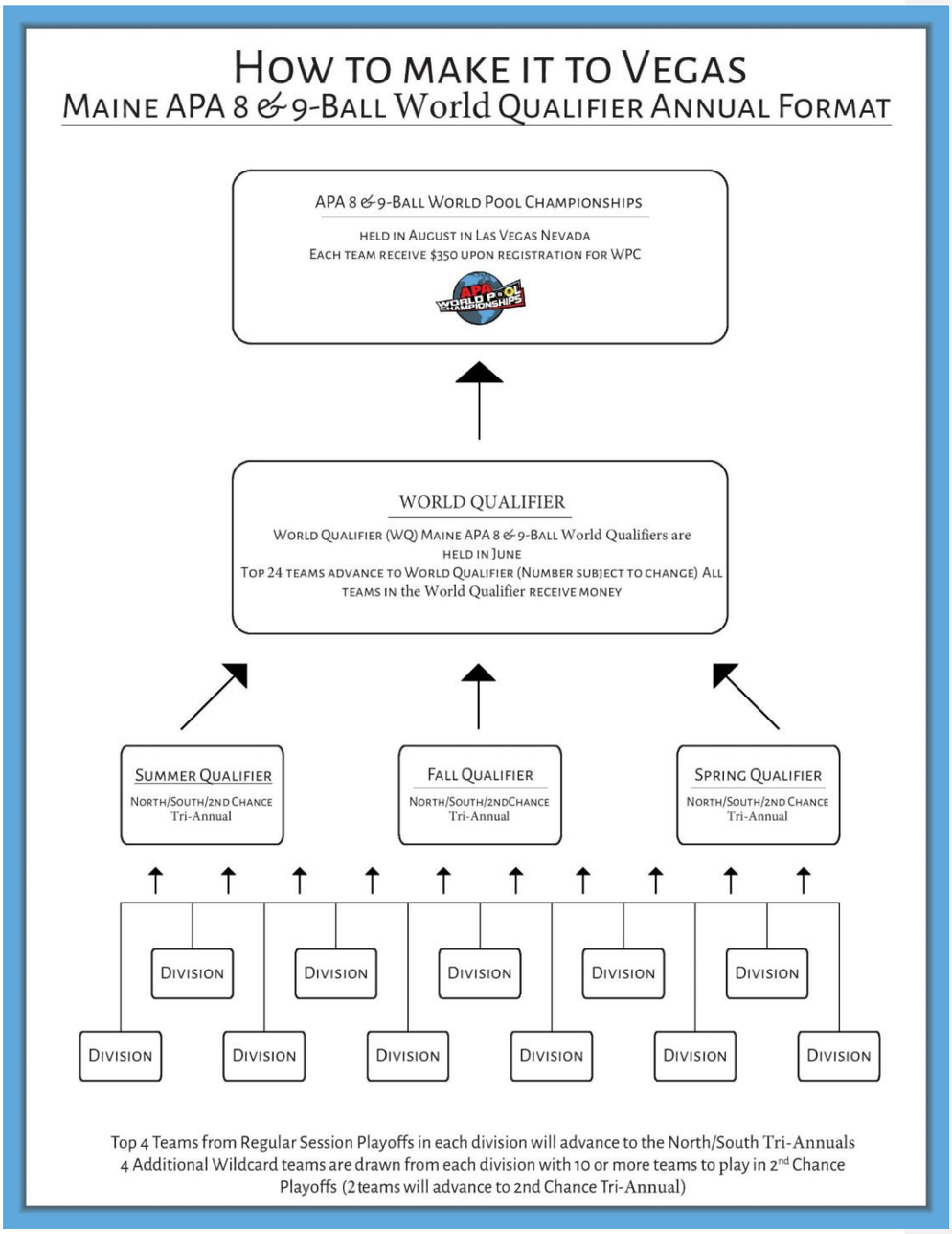

How to make it to Vegas
Maine APA 8 & 9-Ball World Qualifier Annual Format
APA 8 & 9-Ball World Pool Championships
held in August in Las Vegas Nevada
Each team receive $350 upon registration for WPC
WORLD QUALIFIER
World Qualifier (WQ) Maine APA 8 & 9-Ball World Qualifiers are held in June
Top 24 teams advance to World Qualifier (Number subject to change) All teams in the World Qualifier receive money
Summer Qualifier
North/South/2nd Chance
Tri-Annual
Fall Qualifier
North/South/2ndChance
Tri-Annual
Spring Qualifier
North/South/2nd Chance
Tri-Annual
Division
Division
Division
Division
Division
Division
Division
Division
Division
Division
Division
Division
Top 4 Teams from Regular Session Playoffs in each division will advance to the North/South Tri-Annuals
4 Additional Wildcard teams are drawn from each division with 10 or more teams to play in 2nd Chance Playoffs (2 teams will advance to 2nd Chance Tri-Annual)

Exhibit D

MAINE APA BONUS POINT SYSTEM

To receive bonus points, please see the following breakdown for payment of weekly dues:

NIGHT OF PLAY	PAYMENTS MUST BE MADE BY	ENTRY OF SCORESHEETS/ RELEASE OF STATS
Sunday	Sunday or Monday	Tuesday
Monday	Monday or Tuesday	Wednesday
Tuesday	Tuesday or Wednesday	Thursday
Wednesday	Wednesday or Thursday	Friday
Thursday	Thursday or Friday	Saturday

Bonus points will be taken away if weekly fees are past due. Payment can be made as follows:

1. Through the Pool League App
2. Zelle (search Pauline's cell phone number - 207-751-1708)
3. Call the office to debit ($2 fee will be applied per $40)

NOTE: Venmo is not an accepted form of payment

Doubles/Masters Formats

To receive bonus points, the schedule above must be followed for payment of weekly dues, however scoresheets must be e-mailed to scoresheets@apamaine.com the day following league night as well.

APA Maine

Exhibit E

USE THE POOL LEAGUE APP TO SEND YOUR DUES

You can now send your weekly dues via the Pool League App! A shopping cart has been integrated into APA's phone app, so your able to pay weekly dues easily! The Poolplayer's App; Pool League can be found in your phone's app store.

FOLLOW THESE EASY STEPS:

1. Open the Pool League App and sign in using your Poolplayer login
2. From the Dashboard (homescreen), there are a few ways to add matches to the shopping cart:
   - On the homescreen, scroll to 'Upcoming Matches'. Tap on the week you wish to pay for, or tap 'See All My Matches'. Once you tap on a match, the page will show that match's information and roster. A green bar with 'Add to Cart' will be under the division reps information. Tap on Add to Cart
   - Tap the menu icon in the upper left corner, then tap 'Pay League Fees' in the now opened menu. You can then add the week(s) you want to pay
   - Tap on the cart icon in the upper right corner. If your cart is empty, tap 'View your fees'. From there, you can select the week(s) you want to pay
3. Once you have added the week(s) you want to pay, tap the cart icon in the upper right corner. Confirm the week(s) and amount, then tap the Checkout bar
4. Add either a credit or debit card. This payment method will be saved in the app for future payments.
5. Click confirm purchase. The next page will be a Payment Receipt detailing which matches have been paid for and the total.

Matches that are paid for using the Pool League must be paid the following day of League Play. After that day, please contact the office on how to pay.

Clicking pay match in the Scorekeeper App will bring you to the Pool League app. Please install both on your device.

For more information go to www.apamaine.com or
call the office at 207-353-6466 or email postro@apamaine.com

Exhibit F

SENDING YOUR WEEKLY SCORESHEETS INSTANTLY

Maine APA requires scoresheets to be submitted electronically and in a timely fashion. This helps with entering matches, as well as assures you get your bonus points! Most division are on Electronic Scorekeeping, but occasionally there is a need for paper scoresheets. These paper scoresheets must be scanned and emailed, or faxed to the office the day following League Night. Physical scoresheets are still required to be mailed and must be postmarked with 2 days of league night. Read on for the easy steps to submit scoresheets electronically!

S.P.E.E.D Program steps

Scan

Scan, in color, the completed scoresheet using a scanner or phone scanner app *(suggested: Adobe Scan*)*, or fax the scoresheet. If faxing, send scoresheet to 207-353-6566.
Remember to scan BOTH SIDES of the 9-Ball Scoresheet

PDF

Save the colored scan as a PDF and rename the file. If using CamScanner, rename the file by clicking the menu icon, then share as a PDF. When renaming your file, it should be your Team Name, Team Number, Week Number and Session
ex. - Pool Team (12345) week #2 Spring 2020

Email

Tap share and follow the steps in the app to open your email application on your phone, or simply attach the file to your email from your computer.

Enter

Enter your Team Name, Team Number, Week Number and Session in the body of the email. Confirm the file is attached and send to scoresheets@apamaine.com
DO NOT PLACE THE FILE IN THE BODY OF THE EMAIL!

Drop

Drop your physical scoresheet into the mail within two days of league night. All original scoresheets must be mailed to the office, regardless of payment method.

Scoresheet only email: scoresheets@apamaine.com
Fax number: 207-353-6566

** A is available for both Android and iPhone*

For more information go to www.apamaine.com or
call the office at 207-353-6466 or email postro@apamaine.com

Exhibit G

APA "Fun Factor" 5 Star Sportsmanship Program

Sportsmanship is our #1 priority. In most APA Leagues, and on most nights, things go according to plan and the teams have a great time playing APA pool. We realize however, that occasionally there are players or even whole teams in the League that continually display poor sportsmanship or try to skew the handicap system. Usually these players or teams get away with their actions way too long before we are able to take appropriate action. Members simply don't like to complain unless the problem turns major. With this in mind, the same Pool League that brings you fair competition with its EQUALIZER Handicap System, has now put into place a Five-Star Sportsmanship Program designed to increase the fun you have playing in the APA!

What the program accomplishes:

The APA "FUN FACTOR" System, a "Five-Star Sportsmanship Program", has been designed to accomplish two things: (1) reward teams that from week to week are great teams to play against and show excellent sportsmanship; and (2) identify teams that from week to week are spoiling the fun for everyone, remove from those teams the players that cause the problems, and reorganize those teams in question.

This "FUN FACTOR" system is now an integral part of all APA computer software and will give us instantaneous feedback as to where our sportsmanship problems lie. Your scoresheets have been modified slightly to allow for your weekly input. With this input, we will (at the touch of a button) be able to print out the top sportsmanship teams and acknowledge and reward them. We will just as easily be able to identify those teams that cause problems in the League.

The "FUN FACTOR" system works as follows:

Every week you will rate the opposing team. It's simple! You only need to circle a number from 1 to 5 on the scoresheet (in the section which reads "Team# xxxxx gets a _____ Star Rating this match!"). This section must be filled out in order for your team to receive your bonus point(s) for the week!

The Weekly ratings will go into each team's Sportsmanship Table and be accumulated throughout the session. You will score the team *only* after all matches are over and *only* after both Captains have signed the scoresheet. Don't let the opposing team know that you are giving them a bad rating, do so in private before turning in your team envelope. The rating you give them will be 100% confidential. It's that simple.

What happens to this data? Every session, we will run reports that identify those teams that are GREAT to compete against. Once identified, they will be acknowledged and sent Good Sportsmanship Certificates and patches. On the same note, we will be able to more rapidly identify and eliminate the problem players. Every five to six weeks we will run reports identifying those teams that have been rated poorly (those teams that nobody wants to play against). Those teams will be sent a letter notifying them that their team has been placed on probation and that subsequent poor scores will result in suspension from the League. They will be given instructions on how to fix the problem. They may only need to drop a player or two; or if the problem is the Captain or Co-Captain, they may have to elect a new team leader. Players identified as chronic problem players on the team will be immediately suspended from the APA.

For now, our goal is to provide a Three to Four-Star Experience. With time, we are confident that the APA "FUN FACTOR" system will increase all your play in the APA to a Five-Star level.

Rating the opposing team:

The following are suggested guidelines on what each rating means. Please feel free to use your own judgement when rating the opposing team.

Five Star Rating

This is an Excellent rating. The opposing 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 excellent sportsmanship and make your night out feel special. Your team (win or lose) had an excellent night out.

Four Star Rating

This is a Very Good rating. The opposing team caused absolutely no problems and was a pleasure to play. Your team (win or lose) had a very good night out.

Three Star Rating

This is an Average rating. Your team encountered no major problems. The night went well with only a few minor problems. Maybe the teams had some minor rule disagreements. Maybe someone's attitude got slightly out of hand, yet the opposing team Captain got them in line, apologized for the infraction, and the night continued without further incident. Your team (win or lose) had a good night out.

Two Star Rating

This is a Poor rating. The opposing team's 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. Maybe the opposing team made smart or degrading remarks to your players or called you sandbaggers. Maybe they tried to manipulate our handicap system by simply banging balls around the table, or maybe they were just rude and unfriendly. Your team (win or lose) did not have a fun night out.

A write-up must accompany this rating!

One Star Rating

This is an Unacceptable rating. The opposing team's members might have threatened or intimidated your players, or might have caused multiple "major" problems. The opposing Team Captain did nothing to get his/her players under control. Your team (win or lose) had a terrible night out.

A write-up must accompany this rating!

www.apamaine.com