



LOCAL BYLAWS

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Introduction

We 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 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 bylaws carefully and keep them with your 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: Getting Started

Age Requirements

You must be 18 years of age or older to compete in the APA Nassau County Local League.

Office Hours

Local League Office hours are from 3pm to 9pm Monday through Friday. If no one is available to take your call, please contact your Division representative or Team Captain listed on your scoresheet.

Website

Our website address is: nassau.apaleagues.com

This website allows you to:

- a) Get the latest up-to-date information on Playoffs, Tournaments, or any other APA Nassau County 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 ([APA Nassau County](#)) and a Facebook group ([APA Nassau County Pool Players Group](#)). This is 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. 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 scheduled; 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 \$50.00 per week regardless of the number of individual matches played. Full Team Fees must be paid for Playoff matches and forfeits. There is not a charge for bye weeks. There will be a \$35.00 charge for all returned checks. A team that does not pay for three weeks will be dropped from the division. We accept cash, Zelle pay (nassauAPA@gmail.com), Venmo Emilia-Holden @Emilia-Holden. Please do not mail cash; however, if you choose to and the mail is lost, you will be responsible for those dues. There are 3 drop boxes for Nassau County APA; 1. Raxx Pool Room, 2. Baldwin Billiards and 3. Cue Bar - Bellmore.

Scorekeeping

Every team must submit its own scoresheet every week. Scorekeeping must be done using the APA Scorekeeper App where possible or using blank/printable scoresheets from Member Services where not. Email clearly scanned scoresheets to nassauapa@gmail.com. Include your team number, team name, and week of play in the subject line. Every week, bonus points can be earned for turning in accurate, legible, and complete scoresheets and on-time payments. A team that does not will receive zero bonus points. Scoresheets are due by Noon of the day following the scheduled date of play. Payments are due at the same time. Bonus points are awarded at the sole discretion of the Local League Office. Submitting your scoresheets and keeping current with your weekly fees is important. If you are not current on both, you may not participate in post-session play (Playoffs, Tri-Annuals, World Qualifier) or other League events. 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 awarded Bye points for the week. Note: Teams do not need to submit scoresheets or fees for bye weeks and will receive bonus points in addition to the bye points.

Bonus Points

Bonus Points will be awarded if weekly dues are paid within 24 hours of league play with a memo of the team's name and week of play. Scores are submitted the same night through the Scorekeeper App. and/or scoresheets submitted in color which must be correctly completed, and emailed to nassauAPA@gmail.com in a PDF format within 24 hours of League play and a **readable** copy.

8-Ball –1 Point

9-Ball – 10 Points

Teams that pay in full for the session within the first four weeks of play will be awarded one-time additional bonus points;

8- Ball – 1 Point

9 Ball – 10 Points

All teams must be current with League dues in order to be eligible for a wild-card draw for the Playoffs. All missing paperwork (scoresheets or make-up matches) must be sent to the Local League Office prior to the last 2 weeks of play. If you think your team is missing points at any time during the session, you must notify the office within 2 weeks of the week in question or you could possibly lose the ability to have these points added back.

Points for Bye Weeks

You do not have to turn in a scoresheet if your team is on a bye week. The following points are awarded to teams with a bye:

8-Ball – 8 points

9-Ball – 60 points

Past Due Procedures

1. **First Week Past Due:** "PAST DUE" will be stamped on both scoresheets.
2. **Second Week Past Due:** "FINAL NOTICE" will be stamped over the top of the roster names/member numbers on both scoresheets for the past due team.

3. **Third Week Past Due:** The TEAM CAPTAIN will be made **INACTIVE** on scoresheet
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.
- 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 Local League Office will determine if the patch will be awarded.

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. 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 Local League Office.

Patches are awarded the week after they are earned and will be included in your team envelope.

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. 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. If you plan to reschedule a match, due to inclement weather, or for other reasons, **you must notify 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.

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.

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 may 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.

Adding Players

- A. All new players must be paid in order to play when added on their first night of play.
- B. No player may play without a handicap after the 7th week of any session without approval from the Local League Office.
- C. All players not paid by the 4th week may be dropped from the team roster. Do not play an unpaid player, or their match will be forfeited!
- D. If you know the skill level of a new player is higher than the beginning skill levels, you must note their skill level on the score sheet and play them at a higher skill level. (Good Sportsmanship.)
- E. New players may be added after the 6th week with the approval of the Local League Office.
- F. If a team is qualified for the World Qualifier, you **CANNOT** add or drop players after the 4th week of the SPRING SESSION or you lose your eligibility to play in the World Qualifier. **THIS IS A NATIONAL APA CHAMPIONSHIP RULE AND MUST BE FOLLOWED.**

Board of Governors (BOG)

Your BOG is a group of respected individuals who will listen to, and rule upon, protests and disputes.

Board Members:

Anthony Nasso, Rachel Peters, Dave Leggat, Greg Kern, and Manny Kirkorian

Replay Rule

Players may play twice in one night. We allow this to prevent forfeits so points are “won on the table”. APA Nassau County has adopted the REPLAY RULE approved by the APA National Office. The Replay Rule may only be utilized two times per Session, per team. This rule only allows ONE player from a team to play twice on the same night in the following circumstances:

- A. The replay team does not have enough players present or cannot play the players that are present without violating the 23-Rule.
- B. The replay team’s need to invoke the rule is not the result of a player being sent home and/or made unavailable. If this attempt is made, it should be reported to your League Operator.
- C. The replay team notifies their opponent of the need to use/or potential need to use the rule prior to the start of the 4th match. The opposing team must allow the replay; they cannot demand the replay team to forfeit the match. In Double Jeopardy Divisions the replay team must notify their opponent of the need to use/or potential need to use the rule prior to the 3rd match. The opposing team must allow the replay rule and can be played in 3rd, 4th or 5th matches but if a player is chosen for both formats that player cannot play 8-Ball and 9-Ball at the same time.
- D. The opposing team gets to pick the player from the replay team. The opposing team can pick any player except those whose play would cause the team to violate the 23-Rule. All players who have already played must be available as a choice for the “replay match” or the opposing team can make the replay team forfeit if they choose. This prevents the replay team from sending home a lower skill level player to avoid playing them again.
- E. 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, all subsequent matches will be forfeited by the replay team.
- F. 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 upcoming match designates their replay player first.
- G. Once a “replay” is used, if other matches are remaining, they MUST be forfeited even if another player shows up. However, if another player from the replay teams shows up prior to the start of the “replay match,” the “replay match” is canceled, and the new player must play the match.
- H. Teams may use the rule TWICE per session, per Division.
- I. The Rule is **NOT** in effect during the playoffs, Tri-Annuals or the World Qualifier!

Splitting Matches

Please refer to Splitting Matches in the General Rules section of your APA Official Team Manual

for complete information on when and how to “split matches” when a second table is available. Please become familiar with this rule, as it will help all of us get home at a reasonable time. If the 4th match hasn’t commenced 2 hours from the scheduled start time and there is a similar sized table available to be played on, the 4th match must be started unless both teams agree not to commence this match. One team cannot object to commencing play on the 2nd table without the consent of the other team.

Make-up Matches

- A. In case of bad weather, matches can be rescheduled at the Local League Office’s discretion. It can be made-up if the two teams meet again or within two weeks of the original scheduled match.
- B. If both teams agree, it can be made up on a different night or time. You must notify the Local League Office when this match will be played.
- C. All partially scored matches must be sent within 24 hours. Keep your scoresheet until all matches have been played and submitted.
- D. No matches will be made up within the last two weeks of the session without the Local League Office approval.
- E. Once matches are started, they **MUST** be completed.

Play

- A. If one player from each team is present, the match will begin at the scheduled time. Two players are required if the format is double jeopardy.
- B. A team match will result in a forfeit if a player or team is not at the table within 15 minutes of the appointed time (real-time – not bar time)
- C. There is no waiting time between matches and the match must begin within 2 minutes of the previous match.

Section 3: Sportsmanship and Conduct

Head Phones

The use of head phones, ear buds, blue tooth devices will not be allowed during Higher Level Tournaments.

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

APA Nassau County will honor any suspensions from a neighboring APA League area.

Section 4: Local League Playoffs and Tournaments

Matches Needed

- * Playoff matches needed: All players must have four (4) matches played with the team, in the session they are competing.
- * Tri-Annual matches needed: Each player must have at least 6 lifetime scores in the corresponding format to qualify for that Sessions Tri-Annual
- * World Qualifier matches needed: To qualify for the tournament, each player must have at least 10 lifetime scores in the corresponding format prior to the end of the Spring Session. *Summer Session scores (in the new League year) will not count towards the current match requirement for WQ.

Teams will be eligible for playoffs at the end of the session if the following conditions are met:

- * All teams must have their dues paid in full by the last week of play.
- * All teams must be in good standing with the National Office and the Local League Office.
- * Teams cannot have forfeited more than three (3) individual matches within the last two weeks of league play or the team will lose your eligibility to advance to the playoff rounds.

The following Playoff Structure will only be in effect until the end of the Spring 2025 Session:

6 Teams and Under Divisions

1st Place Team vs. Wild Card Team – Winner moves on to Tri-Annuals

7, 8 & 9 Team Divisions

1st Place Team vs. Wild Card Team
2nd Place Team vs. 3rd Place Team
Both winners move on to Tri-Annuals

10, 11 & 12 Team Divisions

1st Place moves on to Tri-Cups
2nd Place Team vs. Wild Card Team
3rd Place Team vs. 4th Place Team
All Three (3) winners move on to Tri-Annuals

13 & 14 Team Divisions

1st Place and 2nd Place Teams move on to Tri-Annuals
3rd Place Team vs. Wild Card Team
4th Place Team vs. 5th Place Team
All four (4) winners move on to Tri-Annuals

15 & 16 Team Divisions

1st Place and 2nd Place Teams move on to Tri-Annuals
3rd Place Team vs. Wild Card Team
4th Place Team vs. 7th Place Team
5th Place Team vs. 6th Place Team
All five (5) winners move on to Tri-Annuals

All first-place teams, by points, in each division will receive their choice of individual award per player.

The following Playoff Structure will go into effect with the Summer 2025 Session:

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 2 nd 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>12-14</u> Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place advances directly to Tri-Annual 3 rd Place vs Wild Card 4 th Place vs 5 th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>15-16</u> Five Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place advances directly to Tri-Annual 3 rd Place vs Wild Card 4 th Place vs 7 th Place 5 th Place vs 6 th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies

World Qualifier (if using Tri-Annuals)

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 your League name here in the APA World Pool Championships.

*A maximum of 24 teams will participate in the 8-Ball World Qualifier:

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

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

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

*A maximum of 18 teams will participate in the 9-Ball World Qualifier:

***Summer** - 6 teams from the Tri-Annual

***Fall** - 6 Teams from the Tri-Annual

***Spring** - 6 Teams from the Tri-Annual

*subject to change based on team count

- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any bye slots, if available, that occur on the World Qualifier boards.
- 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 APA of Nassau County to retain their qualified status.
- All players on Qualified teams must remain active in the APA of Nassau County in the format they are qualified in, in order to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All players must have at least 4 matches played in the session they qualified, and all subsequent sessions, on the Qualified team in the APA of Nassau County to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- 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.

Tri-Annual Information

Tri-Annuals will be held at the end of each session, three times per League year. Winning Tri-Annual Teams will be qualified to play in the World Qualifier in June. Any bye spots at the World Qualifier level will be drawn from teams that have qualified more than once. Once qualified, teams must maintain the 50% rule as stated in the rule book as follows: Once qualified, your team must remain in the top half of their division standings during future sessions until the World Qualifier.

Participation in Playoffs /World Qualifiers

Teams cannot forfeit more than three (3) individual matches within the last two (2) weeks of regular session play. If so, you will lose your eligibility for Playoffs.

Teams that are not current on League dues at the end of the session will not be allowed to play in the Playoffs, Tri-Annuals, or the World Qualifiers.

50% Rule For Qualified Teams: Once qualified, your team must remain in the top half of their division standings during future sessions. Please refer to the 50% Rule for Qualified Teams in your APA Official Team Manual's Tournament Information and Rules section.

IMPORTANT: All Teams that do not meet the 50% rule will be brought to the Board of Governors for a unanimous decision.

Travel Assistance for the World Pool Championships

The travel assistance fund will be used to pay travel expenses incurred by each team member advancing to the World Pool Championships. If a team chooses not to go to this event, the slot and Travel Assistance

will be given to the last team eliminated by the non-attending team on their World Qualifier bracket. A portion will be given at the World Qualifier with the remaining balance after travel has been secured by each team member.

The Team Captains are responsible for reading and being familiar with all the rules in the Official Team Manual and the Local Bylaws. If you do not understand any of these Local Bylaws, please get in touch with the Local League Office for clarification on any rule.

Rules are subject to change – APA reserves the right to make rulings and modifications as necessary.

Thank You and Good Shooting!

[Emilia & Keith Holden – League Operators/APA Nassau County](#)