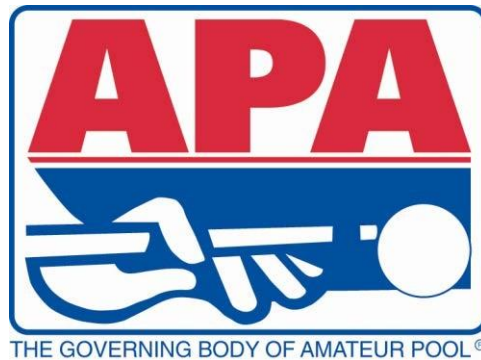


# APAOF NORTHERN NEW JERSEY



## LOCAL BYLAWS

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NEW JERSEY COUNTIES OF  
MORRIS, SUSSEX, PASSAIC, AND WARREN  
LACKHENA & ALPFERSCH, LEAGUE OPERATORS  
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CHESTER, NJ 07930

### Introduction

Welcome to the American Poolplayers Association, Inc.! In order for this League to operate efficiently and fairly, APA rules must be enforced as well as those contained in these Local Bylaws. Read these Bylaws carefully and keep them with your Official Team Manual. The information contained in these Bylaws will help you to keep from losing valuable team points, prizes and money. Following these rules will afford you the greatest opportunity to benefit from what many consider to be the most lucrative of any amateur sport in existence today – the APA!

Help your Team Captain and encourage your teammates at all times. Learn and abide by the APA rules and these Bylaws. Winning is a team effort that requires solid participation from all team members. In addition,

please remember, if your Team Captain ever tells you “This team isn’t playing next session.” and you want to play, contact the Local League Office and we will accommodate you. The opportunities afforded you as a member of the APA can far exceed those afforded you for just being a team member. And, remember, be a good sport! Sportsmanship is what makes playing in a League enjoyable.

## Office Hours

Local League Office hours are Monday through Friday 9:00AM to 6:00PM. If you should call the Local League Office and no one is available at that time to take your call, please text the league office number or call and leave your name, team name or number, phone number, and a brief message. Your call will be returned as soon as possible. Email is encouraged and you can reach the League Operator (LO) at [northjersey@apaleagues.com](mailto:northjersey@apaleagues.com)

## Team Registration

Registration fees are \$100 for new teams and teams that have not returned their League fees or scoresheets in a timely manner. The Local League Office will decide which teams are required to submit a registration fee. Teams who elect to play both 8-Ball & 9-Ball will be required to submit separate registration fees for those formats.

Your registration fee will be used for the fees for the last two regular session matches of the session. Should a team drop out during the session, the registration fee will be forfeited. Any outstanding fees beyond this amount will be split out among team members pending a review by the Board of Governors. Local League Management retains the right to have a final decision in all matters relevant to this situation.

### Team Captain Responsibilities

The Team Captain is an individual who is usually elected by fellow teammates. A team may elect a new team Captain by majority vote at any time. The Local League Office must be notified immediately of any change in Team Captain. The Team Captain must have a phone where the Local League Office can reach them as necessary and must alert the Office of any phone number changes. As time sensitive issues may have to be discussed, it is expected that calls from the Local League Office or League Operator (LO) be returned promptly.

The Team Captain’s responsibilities and duties include:

- Verifying that all team members are valid APA players of legal age, playing at the handicap that reflects their true ability. Playing the wrong handicap will result in zero points for the match.
- Collection of all membership and team fees and making payments to the Local League Office in a timely manner.
- Distribution of important League information and informing all team players of rule changes or interpretations.
- Having team players at the scheduled match site on time.
- **Ensuring that proper and accurate scorekeeping procedures are followed.**
- Communicating player input to the League of a nature that affects the team as a whole.
- Teaching and leading their team to ever improving behavior and sportsmanship.
- Ensuring the team is registered for the next session within the time constraints.

## Adding New Teams

Some Divisions may start with a BYE, or a BYE may appear in a Division because a team dropped out, or another team may wish to join the Division. Concerning scheduling and BYEs:

- If a Division begins with a BYE, Local League Management has up to the fourth week of play to fill the slot, and make-up matches may be scheduled. Rescheduling is preferred but not required by the teams originally receiving the BYE week. In the event a reschedule is not possible the incoming team will be issued 4 points plus weekly bonus points per week in 8-Ball, 40 points plus weekly bonus points in 9-Ball, and 13 points plus weekly bonus points in Masters An updated schedule will then be issued.
- If a Division begins without a BYE, Local League Management may add a team in the first two weeks. The team coming in to the Division will receive the first BYE available and an updated schedule will be issued. Points for un-played weeks will be decided as described in the previous section.
- If a team drops out of a division, causing a BYE to exist, Local League Management has two weeks to fill the slot. The incoming team will assume the points of the team that dropped out. This option is not within the last 4 weeks of the session.

## Team Fees

Team Fees are \$50 per week regardless of number of matches played unless otherwise specified by the Local League Office. Payments for team fees will be accepted in the following formats:

- Cash – Not Recommended. The Local League Office will not be responsible for cash payments that for one reason or another are not received. Paying in this format is at your own risk.
- Personal Check – Outdated. Checks submitted to the Local League Office should be issued from the Team Captain or a member of the team. Returned checks will result in the loss of bonus points and an additional fee of \$25 regardless of who issued the check.
- Money Order – Outdated. Many local convenience stores offer these checks and they never are returned due to insufficient funds.
- Credit Card – Recommended. League Office has an on-line form where payments can be submitted and scoresheets can be uploaded.

## Equipment

Cue Balls: When available a regulation cue ball should be used for match play. If both teams provide a regulation cue ball and the table is 'open' (not locked) that cue ball must be used. In the case where both teams provide a cue ball, the home team's cue ball will be used, however the cue ball must be a regulation cue ball as well. If both teams agree on a nonstandard cue ball it may be used, however it must be used throughout the entire match.

Regulation Cue ball weight may be from 5.5 to 6 oz. (156 to 170 g) with a diameter of 2.25 in. (5.715 cm), plus or minus 0.02 in. (0.127 mm).

## Bonus Points

In addition to the team points earned from weekly matches, teams will have the opportunity to earn bonus points during regular session. Since most division standings are tight at the end of a session, a few lost bonus points can make the difference between being in the session playoffs or not. Make a checklist, do everything right, don't lose bonus points! The League Office is more interested in giving out bonus points than taking them away. In this way, everything works smoothly and you can let your shooting do the talking.

**Early Registration:** Existing teams are expected to submit their next session rosters to the Local League Office two weeks before the start of the session. These rosters do not need to be entirely correct as the team has the option to modify their rosters at the beginning of the next session. Teams that submit their rosters by this deadline will receive 4 Bonus Points in 8-Ball and 30 Bonus Points in 9-Ball. New and returning teams that did not play the previous

**Scorekeeping:** The League will place greater emphasis on proper scorekeeping than in the past. Teach the members of your team to keep accurate score. Remember, the scorekeeper must be an APA member or approved by 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. Don't let this happen!

**Bonus points are issued as follows:**

- **8-Ball** - 2 points per team per week.
- **9-Ball** - 15 points per team per week.
- **Masters** - 4 points per team per week.
- **9-Ball Doubles** – 15 points per team per week.

**The following standards must be met on a weekly basis to obtain bonus points**

**Electronic Scoresheets submitted on time:** Matches must be submitted at the end of the night unless there is a qualified reason to continue the match later. Weekly fees must be submitted the following day after your match is complete. The online payment portal takes payments immediately and should be submitted at the same time your scoresheets are submitted. Failure to submit payments on time will result in the loss of bonus points.

**APA Membership Fees:** If a player owes APA Membership fees they must submit this fee on the night that they play. If fees are not received for a player that played that week the team will lose bonus points and any match points that player may have earned. Membership Fees can be paid directly to the APA National Office through the Pool Leagues App or with your weekly fees through the online payment portal.

**Exceptions:** The Local League Office may grant leniency on new Team Captains as they adjust to the League requirements.

**Repeated warnings associated with the following standards may result in a loss of bonus points**

**Scoresheet not properly filled out.** This includes proper scoring of innings wins/losses, and defensive shots.

**Defensive Shots not being marked properly.**

**Sportsmanship Rating:** If a team fails to fill in the Sportsmanship Rating the other team will be deemed to have received a Sportsmanship Rating of **4** (regular night, nothing special, no issues). It is still requested that you fill out the Sportsmanship Rating and continued warnings may result in the loss of bonus points. After the first warning regarding an issue outlined in this section a team will risk losing bonus points.

## **Bye Weeks**

In the case of BYE weeks, a team shall be given the following points for the week. These points include the Bonus Points a team would have received if all the paperwork was correct.

- **8-Ball** – 8 points
- **9-Ball** – 65 points

Please note that teams do not need to submit paperwork or fees for BYE weeks.

## **Teams That Are Past Due**

Scoresheets and team fees are expected to be received from teams on a weekly basis. If a team fails to send in scoresheets or payments for two consecutive weeks the Team Captain of the team shall be marked as suspended. If team fees are not received the following week the Co-Captain will be marked as suspended. If team fees are not received the following week the team will be dropped from the Division and all players on the team will be assigned a portion of the outstanding past due amount plus the weekly team fees for the remainder of the session. Player suspensions will only be rescinded upon full payment of weekly fees up to the point of the match in question. Verification must be made with the League Office before players that are marked as Suspended on the team roster are allowed to play.

## **Sportsmanship**

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is big part of playing in the APA. In particular, note that there can be a fine line between cheering for your player and against their opponent. As a rule, cheer for your player's accomplishments and not their opponent's misfortunes.

Some additional issues that may result in Sportsmanship violations:

1. **HEADPHONES/CELL PHONES/I-PODS/BLUE TOOTH** - Headphones of any type (including Bluetooth devices) are not to be used by either player during an APA match. Cell phone usage is prohibited during APA match play. If a player receives a call it should be sent to voicemail or at most a teammate should take the call while the shooter continues to play.
2. **BREAKING DOWN OR CRACKING YOUR STICK IN VIEW OF THE OPPONENT WHILE YOUR OPPONENT IS SHOOTING THE WINNING SHOT** - If the player is attempting the shot at the 8-ball or any ball that would decide the game or match, and observes his opponent grabbing the rack out of the table or beginning to take their cue stick apart, it is considered a sportsmanship violation. Only the shooting player may call for a concession of the game. No one may inform the shooter of his opponent's actions or advise them of this rule during the course of their shot. If the player is informed by any spectator or the shooter takes the shot a concession cannot be called. The intent of this rule is to prevent "sharking" of the shooting player.
3. Marking your pocket with chalk is not recommended and continued use after the other team has made requests to not use the chalk may be considered a sportsmanship violation at the sole discretion of the Local League Office.
4. Making loud noises, comments, or being a general a source of distraction during an opponent's shot is unsportsmanlike.
5. Hovering over the table, especially in the line of sight, while your opponent is shooting is unsportsmanlike. You should be standing off to the side away from the table.

6. Cheering for your opponent's misfortunes is unsportsmanlike. Example: A player on the opposing team scratches on the 8-ball and loses the match and your team starts hooting, hollering and giving high fives. This is not proper behavior during a match. Treat other players and teams as you would like to be treated by them.

Every week teams will rate their opponents on Sportsmanship. If a rating is not supplied by a team their opponent will be deemed to have received a 4 (the target sportsmanship rating). These ratings will be tracked and teams that continually rate below in sportsmanship will be contacted and placed on probation.

Continued low rating may result in the team being asked to leave the League

### **HOW TO RATE THE OPPOSING TEAM**

The following are suggested guidelines for rating your opponent's sportsmanship (under the APA Five-Star Sportsmanship Program. Please feel free to use your own judgement.

**\*\*\*\*\* FIVE-STAR RATING** - This is our "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.

[Equivalent to a "A" in academics]. GIVE OUT THIS RATING "SPARINGLY" ... use the 4-Star rating when your team has an above average or "great" night out. *SAVE THE 5-STAR RATING FOR THOSE TEAMS THAT REALLY DESERVE IT* and go way beyond what should be expected of them and who make the evening EXCEPTIONAL!

**\*\*\*\* FOUR-STAR RATING** - This is our "Target" rating. Team causes absolutely no problems and is a pleasure to play. Your team (win or lose) had an "Above Average" or "Great" night out. [Equivalent to a "B" in academics]

**\*\*\* THREE-STAR RATING** - This is our "Average" rating. No major problems, night went well with only a few "minor" problems. Maybe some minor rule disagreements. Maybe someone's attitude got slightly out of hand, but 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. [Equivalent to a "C" in academics]

**\*\* TWO-STAR RATING** - This is a "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 their 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. [Equivalent to a "D" in academics] *A Write-Up "should" accompany this rating!*

**\* ONE-STAR RATING** - This is a "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 their players under control. Your team (win or lose) had a terrible night out. [Equivalent to a "E/F" in academics] *A Write-Up "must" accompany this rating!*

### **Rescheduled Matches**

On occasion due to inclement weather or major holidays a match may need to be rescheduled. If you plan to reschedule a match you must notify the Local League Office. Please use the following procedures:

#### Reschedule Procedures

1. Notify the Local League Office within 72 hours of your match (5 hours for reschedules due to inclement weather). Failure to do so will not guarantee a rescheduling.

2. Contact the Team Captain of the team you plan to reschedule with and notify them of your intent to reschedule.
3. If requested to do so Team Captains must reschedule for matches that fall on a major National Holiday or if the team has other prequalified League obligations such as an APA World Pool Championship Tournament. Matches rescheduled due to inclement weather will be approved or denied by the Local League Office and if approved both teams must reschedule.
4. Rescheduled Matches must be played within 10 days of the original scheduled match date or before the day after the last scheduled match of the session. Exceptions with special conditions may be made by the Local League Office.
5. If two teams cannot agree on a reschedule date the match will be determined to be set on the 10<sup>th</sup> day after the original scheduled match date at the same location if possible. For the end of the session the match will be set as the day after the original scheduled match date.

### **Inclement Weather**

Inclement weather is generally, but not limited to, snow or ice conditions. The Local League Office will use school closings and state warnings to determine whether reschedules due to Inclement Weather will be granted.

If you feel that weather conditions may interfere with your match contact the Local League Office for additional instructions.

### **Forfeits**

Arriving late is disrespectful to the waiting team. Their time as well as your time is valuable. If you think your team may be late for a match try to contact the Host Location to inform the opposing Team Captain.

Unless otherwise specified all League matches will begin promptly at 7:30PM on the scheduled night of play. Play will begin immediately even if only one player from a team is present and it is past 7:30PM. Matches may start even if one or both available players do not have scoresheets, however the match must still be scored even if it is on a blank piece of paper. This information can be transferred when the player with the scoresheet arrives.

If a member of one team is not present (two for teams playing both 8-Ball & 9-Ball) to start the match within the 15-minute grace period, a full team forfeit will be called, the offending team will lose all points, and still be responsible for their weekly fees.

After beginning, the match play must be continuous unless agreed upon by both Team

Captains. Teams will receive forfeit points during the regular session as follows:

**8-Ball:** 2 points per forfeit up to a maximum of 8 forfeit points. Opponent receives 0 points per forfeit.

**9-Ball:** 15 points per forfeit up to a maximum of 60 forfeit points. Opponent receives 0 points per forfeit

For Playoffs, Tournaments, and other High Level Tournaments forfeits will be as follows:

**8-Ball:** 3 points per forfeit.

**9-Ball:** 20 points per forfeit.

In the event of a full team forfeit or no-show the team that is present is required to call the Local League Office or Division Representative and notify them that the opposing team has not shown up.

**8-Ball:** 8 points + possible 2 bonus points = 10 points

9-Ball: 60 points + possible 15 bonus points = 75 points

## **Replay Rule**

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

- The Replay Team does not have enough players present or cannot play the players it does have present without violating the Team Skill Level Limit rule (23-Rule). Teams utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.
- The Replay Team’s need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use/or potential need to use the Replay Rule **prior to the start of the 4<sup>th</sup> 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 Team Skill Level Limit rule (23-Rule) or the Limited Senior Skill Level 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 5<sup>th</sup> match designates their Replay Player first.
- Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the “replay” match, the “replay” match is cancelled and the new player must play.

- There is no limit on how often a team can use the Replay Rule during the regular session if the above criteria are met in each instance. The Replay Rule is not in effect during **the last 3 weeks of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**

## **Team Defaults**

Any team that does not show up for a 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 is in danger of being dropped from the Division. Teams will be notified and failure to contact the League Office and settle accounts will result in a team default.

Teams that default are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members and 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 deemed necessary.

## **Handicap Advisory Committee**

The Handicap Advisory Committee (HAC) will consist of the Division Representatives and any additional players that the League Office has appointed. This committee will review any handicap related complaints that come about during the session as well as additional players handicaps as directed by the League Office.

This committee will convene towards the end of each session to review and evaluate player handicaps. The Local League Office will decide which players are reviewed by the HAC. If you would like to have a player's handicap reviewed by the committee please follow the procedures outlined below.

### **To Request a Player be Raised to a Higher Skill Level**

Notify your Team Captain and have them submit a Skill Level Evaluation Form.

### **To Request a Player be Adjusted to a Lower Skill Level**

The player must make the request themselves by submitting a Skill Level Evaluation Form.

**The Skill Level Evaluation Form** is located on the APA of Northern New Jersey website under 'Contact & Feedback'. If you do not have access to the website please send an email or compose a request and send it in to the Local League Office. Please note that submissions should include a detailed request as to why a player's handicap should be adjusted.

## **Session Playoffs**

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

Teams that win the first round of playoffs will advance to the Tri-Annual Tournament to be held on a Saturday or Sunday during the next session.

The next session will begin the week following the 1<sup>st</sup> round of Playoffs.

Playoffs are always played on 7-foot tables if available at the playoff location – if not, then available 8-foot or then 9-foot tables are to be used, in that order.

Teams that finish higher in the standings will be designated as the Home team for individual matchups. If a designated Home playoff location has only one table and two team matches are scheduled at the same location, then the higher finishing team in the standings has the Home field preference, and the other competing teams must proceed to and play at a neutral location.

The following table displays the Playoff structure that will be used in the APA of Northern New Jersey:

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

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p><b><u>4-5</u></b></p> <p>One Team Qualifies For Tri-Annual</p>	<p>1<sup>st</sup> Place vs Wild Card Winner Advances To Tri-Annual</p> <p>In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p><b><u>6-7</u></b></p> <p>Two Teams Qualify For Tri-Annual</p>	<p>1<sup>st</sup> Place vs Wild Card 2<sup>nd</sup> Place vs 3<sup>rd</sup> Place Both winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p><b><u>8-11</u></b></p> <p>Three Teams Qualify For Tri-Annual</p>	<p>1<sup>st</sup> Place vs Wildcard 2<sup>nd</sup> Place vs 5<sup>th</sup> Place 3<sup>rd</sup> Place vs 4<sup>th</sup> Place All winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>
<p><b><u>12-16</u></b></p> <p>Four Teams Qualify For Tri-Annual</p>	<p>1<sup>st</sup> Place vs Wild Card 2<sup>nd</sup> Place vs 7<sup>th</sup> Place 3<sup>rd</sup> Place vs 6<sup>th</sup> Place 4<sup>th</sup> Place vs 5<sup>th</sup> Place All winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1<sup>st</sup> Place Session trophies</p>

## **Tri-Annuals**

Tri-Annuals will be held three times a year following the end of each session. Qualification to the Tri-Annual Tournament will be as defined by the Session Playoffs. Teams that advance to the Tri-Annual Tournament will automatically receive a Cash Payout by participating in the tournament and may also gain World Qualifier (WQ) eligibility.

**Team Eligibility:** Teams must be active in a Division at the time of the tournament to participate. Any exceptions will be reviewed and decided upon by the Local League Office.

**Player Eligibility:** Players must have played at least 4 times during the qualifying session and have 10 matches lifetime to be eligible to play in the Tri-Annual Tournament. Exceptions may be granted by the Local League Office in situations where a player is new to the APA and they have at least 6 matches played lifetime. Exceptions must be requested at least 72 hours before the Tri-Annual Tournament start time and players will be scrutinized heavily.

**Bracket Selection:** Teams that finish with the top final division winning percentage will get the first options for BYE selections in the Tri-Annuals tournament bracket.

### **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 APA of Northern New Jersey in the APA World Pool Championships.

\*A maximum of 16 Teams will participate in the 8-Ball World Qualifier:

\***Summer** - 6 Teams from the Tri-Annual

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

\***Spring** – 4 Teams from the Tri-Annual

\*A maximum of 16 Teams will participate in the 9-Ball World Qualifier:

\***Summer** - 6 Teams from the Tri-Annual

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

\***Spring** - 4 Teams from the Tri-Annual

\*subject to change based on team count

- Must maintain World Qualifier eligibility in accordance with the APA Official Team Manual
- 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 Northern NJ here to retain their qualified status.
- All players on Qualified teams must remain active in the APA of Northern NJ and 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 Northern NJ to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- Teams that qualify in the Summer Session must remain active and play in the Fall and Spring Session. Fall qualifying teams must remain active in the Spring Session.
- Teams must be up to date with all League Fees
- 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.

**The following restrictions apply to eligible teams.**

- Your Spring roster is your World Qualifier roster.
- In order to play in the World Qualifiers, a player must play 4 matches with the eligible team in the Spring Session and have 10 matches played lifetime by the end of the Spring Session. The Spring Session includes, Spring Session Playoffs and Spring Session Tri-Annuals.
- Only players with 20 matches played lifetime can be added to the Spring roster of an eligible team. Additions to the Fall roster are not restricted. Exceptions will not be granted without approval by the League Office. Exceptions will be limited and are more likely to be rejected than approved. Restrictions may be placed on players that are granted an exception. IMPORTANT: Teams that have previously qualified from Summer and/or Fall Session have only the first 4 weeks to make roster adjustments; as of week 4, rosters of all qualified teams are locked—no players may be added or removed.
- Your team may notify the League Office and relinquish eligibility. Your team will then no longer be held to these restrictions.

**Session Trophies**

Trophies will be awarded after the end of each Session Playoffs to the Division Top Points Finisher. Each member of a Division Top Points Finisher team will receive a trophy. Additionally, teams may receive Team Plaques depending upon the number of the teams in the Division. See the table below:

Number of Teams	Individual Top Finisher Trophy	Top Finisher Team Plaque	Second Place Finisher Team Plaque	Third Place Finisher Team Plaque
4-8	Y	Y	N	N
9-12	Y	Y	Y	N
13-16	Y	Y	Y	Y

**Trophies:** All trophies will be available at the Tri-Annual Tournament following the end of the session. Any trophies that are not picked up will be available for delivery by contacting the League Office and

scheduling a delivery.

**Team MVP Trophies:** At the end of each session each team that is in good standing with the will receive an MVP Trophy. Generally, the MVP trophy will go to a player with the highest percentage of points available that has at least 7 matches played during the Session, however the League Operator will make the final determination of the MVP for each Team. Additionally, if a Team Captain decides to name an MVP on the team they may do so and must submit a request to the League Office before the end of the session.

**Division MVP Trophies:** There will be three Division MVP Trophies per Division per Session. There are three Tier Levels as described below. Players that experience skill level fluctuations will be determined to fall in the tier for the skill level at which they played half of their matches that session (if even then they will be assigned to the higher tier level). New players are not eligible for Division MVP Trophies. Ties for MVP Points will be decided by winning percentage (breaker goes to player with higher Win %), and then by matches played (breaker goes to player with less matches played). If it is still a tie, it will be determined by a playoff match which must be played within one week of the end of the session. If a winner is not decided by this time the winner will be determined by coin toss.

Tier Level	8-Ball	9-Ball
Low Tier/	Skill Levels 2-3	Skill Levels 1-3
Mid Tier	Skill Levels 4-5	Skill Levels 4-5
High Tier	Skill Levels 6-7	Skill Levels 6-9

## Suspended Players

If a player is marked as Suspended on the scoresheets (SUSPENDED is listed as the player's first name) that player is not eligible to play in a match unless authorization is received from the Division Representative of that Division or the League Office. Should that player be allowed to play without authorization, then the opponents that allowed that player to play will lose a bonus point and the Match Point will be nullified if won by the Suspended player. Teams with a Suspended player that plays in a match will automatically lose a Bonus Point for that week. Suspended players are still able to keep score and act as a Coach during time-outs.

## Banned Player

The League has no right to insist that a Host Location allows a player to enter or play in that location. If a Host Location does not allow a player on your team to enter that location, then the team must play without them that evening.

## Age Requirements

You must be at least 21 years of age to participate in the APA bar divisions. It is the responsibility of all Team Captains to verify that their team members are of legal age, prior to adding them to the roster and playing them for the first time. Inform them to carry proper identification (picture ID) with them at all times. Some Divisions may be open to players 18 years and older; however, all players under 21 must be approved by the Local League Office.

## **Changes to Bylaws**

In general, the Local Bylaws will be updated once a year by the Local League Office with approval from the Board of Governors and the APA Office. Changes may be made to the Bylaws at any time if deemed necessary by the League Operator and the Board of Governors. Additionally, interpretations of the Local Bylaws may be ruled on by the Board of Governors.

**Good Luck and Good Shooting!**

## Doubles-Showdown Series Introduction

Welcome to the American Poolplayers Association 9-Ball Doubles Division! This division allows players to get a mixture of both Singles and Scotch Doubles formats.

In order for this League to operate efficiently and fairly, APA rules must be enforced as well as those contained in these local Bylaws. Read these Bylaws carefully and keep them with your Official Team Manual. Any issues not covered in the 9-Ball Doubles Bylaws will then default to the standard set of Bylaws for the League. The information contained in these Bylaws will help you to keep from losing valuable team points, prizes and money. Following these rules will afford you the greatest opportunity to benefit from what many consider to be the most lucrative of any amateur sport in existence today – the APA!

Help your Captain and encourage your teammates at all times. Learn and abide by the APA rules and these Bylaws. Winning is a team effort that requires solid participation from all team members. In addition, please remember, if your Captain ever tells you “This team isn’t playing next session.” and you want to play, call the League Office and we will accommodate you. The opportunities afforded you as a member of the APA can far exceed those afforded you for just being a team member. And, remember, be a good sport!

Sportsmanship is what makes playing in a League enjoyable.

**Office Hours:** Local League Office hours are Monday through Friday 9:00AM to 6:00PM. If you should call the Local League Office and no one is available at that time to take your call, please leave your name, team name or number, phone number, and a brief message. Your call will be returned as soon as possible. Email is encouraged, and you can reach the League Operator (LO) at [northjersey@apaleagues.com](mailto:northjersey@apaleagues.com)

## Team Registration

Registration fees are \$50 for new teams and teams that have not returned their League fees or scoresheets in a timely manner. The Local League Office will decide which teams are required to submit a registration fee.

Your registration fee will be used for the fees for the last two regular session matches of the session. Should a team drop out during the session, the registration fee will be forfeited.

New teams cannot have any combination of skill levels that exceed 10.

Players must have a minimum of 10 matches played lifetime to be added to Qualified Team rosters in the Fall Session.

New players must be reviewed by the Local League Office before being added to a team roster.

## **Early Registration**

Existing teams are expected to submit their next session rosters to the Local League Office two weeks before the start of the session. These rosters do not need to be entirely correct as the team has the option to modify their rosters at the beginning of the next session. Teams that submit their rosters by this deadline will receive 40 Bonus Points. New and returning teams that did not play the previous session will be granted exceptions which will be decided by the Local League Office.

## **Sessions**

There will be 3 Sessions to the 9-Ball Doubles League Year: Spring, Summer, and Fall. The 9-Ball Doubles World Pool Qualifiers (WPQs) will be held in February following the conclusion of the Fall Session. The World Pool Championships (WPCs) will be held in late April or early May at the Westgate Las Vegas.

## **Match Play**

All League Matches will begin promptly at 6:30PM on the scheduled night of play and will start by one player from each team participating in a coin toss to determine which team will put up first. Winner of the coin toss has choice on whether to put up first or not. There will be 3 matches in a night. Two Singles matches and one Doubles match. The team that must put up selects a player and then the other team will select an opponent. Choice of players will then alternate between teams through the rest of the matches. After completion of the match each team will verify scores, sign scoresheets, and submit scoresheets to the Local League Office with a payment of \$25.

## **Session Starting Rosters**

All players must be a paid and active member of the APA of Northern NJ. Players may NOT play on MORE than one 9-Ball Doubles team in the same Division. A maximum of three players will be permitted on a team roster. In a division where teams are allowed to have three players on the roster, any combination of players' skill levels must equal 10 or less at the start of the division. If a combined highest Skill Level increases to eleven (11) or twelve (12), teams will be allowed to continue during the Session by using the modified race chart. If the combined highest Skill Level combination total increases to thirteen (13), players must be replaced to reduce the highest Skill Level combination back to ten (10).

Exception: If a team Qualifies for the Vegas Qualifiers at the end of the Spring or Fall Session they will be allowed to keep that roster into the next Session provided that the combined Skill Levels do not exceed twelve (12). Players without a Skill Level will start as a Skill Level 4. It is expected that teams assess the player's ability and make sure there is necessary room on the roster for their Skill Levels to increase. Ex. Don't add a player that will end up as a Skill Level 6 when you are a Skill Level 6 just because you make a combined Skill Level 10 to start.

## **Adding Players**

There may be occasions where teams can no longer field enough players to continue playing in the Division. These incidents should be far and few between and each situation will be handled on a case by case basis. In general, any added players after the 4th week must be approved by the League Office. Players added to a 9-

Ball Doubles team in the Fall Session must have played at least 10 lifetime matches in the 9-Ball format within the past 2 years.

## Ghost Players

There will be no ghosting in this Division. Ghosting is when the same player plays twice in a night.

## Limitations

Example: If there is only one player available on an evening, the team may notify their opponent of their intent to play a player as a Guest. The validity of the player (level & matches played) should be cleared by the Local League Office. The Guest player may play one match of Singles and as a partner in the Doubles Match if they do not exceed a combined skill level of 10.

## Bonus Points

In addition to the team points earned from weekly matches, teams will have the opportunity to earn Bonus Points during regular session. Since most division standings are tight at the end of a session, a few lost bonus points can make the difference between being in the session Playoffs or not. Make a checklist, do everything right, don't lose Bonus Points! The Local League Office is more interested in giving out Bonus Points than taking them away. In this way, everything works smoothly and you can let your shooting do the talking.

Keeping current with your weekly fees is important. If you fall behind in payments you may risk more than your bonus points. Don't let this happen!

### **Bonus points are issued as follows:**

- 📄 **9-Ball Doubles** - 15 points per team per week.

### **The following standards must be met on a weekly basis to obtain Bonus Points**

- 📄 **Scoresheets submitted on time.** Both front and back images of the scoresheet plus payments must be submitted online the next day through the APA of Northern NJ payment portal at [northjersey.apaleagues.com](http://northjersey.apaleagues.com). Look for the Submit Scoresheets section in the left hand menu.
- 📄 **APA Membership Fees** – If a player owes APA Membership fees they must submit this fee on the night that they play. If fees are not received for a player that played that week the team will lose Bonus Points and any match points that player may have earned.

### **Repeated warnings associated with the following standards may result in a loss of bonus points**

- 📄 **Scoresheets not properly filled out.** This includes legible scoring, match point totals, teams wins/losses, and captain signatures.
- 📄 **Scoresheet Image Quality (for scanned scoresheets)** The scanned image must be of sufficient quality to clearly see all markings on the scoresheets.
- 📄 **Sportsmanship Rating** –If a team fails to fill in the Sportsmanship Rating the other team will be deemed to have received a Sportsmanship Rating of **4** (regular night, nothing special, no issues). It is

still requested that you fill out the Sportsmanship Rating and continued warnings may result in the loss of a bonus point.

- ❓ After the first warning regarding an issue outlined in this section a team will risk losing bonus points.

## **Bye Weeks**

In the case of BYE weeks, a team shall be given the following points for the week. These points include the Bonus Points a team would have received if all the paperwork was correct.

- ❓ **9-Ball Doubles** – 55 points (40 pts. + 15 bonus pts.)

Please note that teams do not need to submit paperwork or fees for BYE weeks.

## **Forfeits**

Arriving late is disrespectful to the waiting team. Their time as well as your time is valuable. If you think your team may be late for a match, try to contact the host location to inform the opposing Captain.

Unless otherwise specified, all League Matches will begin promptly at 6:30PM on the scheduled night of play. Play will begin immediately even if only one player from a team is present and it is past 6:30PM. Matches may start even if one or both available players do not have scoresheets, however the match must still be scored even if it is on a blank piece of paper. This information can be transferred when the player with the scoresheet arrives.

If a member of one team is not present to start the match within the 15-minute grace period a match forfeit will be called, the offending team will lose their first match 15-0. If after 30 minutes there is still no one present, a full team forfeit will be called. Full team forfeit will be 60 pts + 15 Bonus Points during the regular session and 50 pts. pts + 15 Bonus Points in the last 3 weeks of the session.

After beginning the match play must be continuous unless agreed upon by both Team Captains.

In the event of a full team forfeit or No-Show the team receiving the forfeit is required to call the Local League Office or Division Representative and notify them that the opposing team has not shown up. In order to receive these forfeit points players that are physically at the match location must be listed on the scoresheet.

## Session Playoffs

The following table displays the Playoff structure that will be used in this League.

<b>Qualification Determined Using a Playoff Format</b>	
<b><u>Division Team Count</u></b>	<b><u>Playoff Format</u></b>
4 Teams	1 <sup>st</sup> Place vs. Wildcard
5 Teams	<b>Semifinals</b> 2 <sup>nd</sup> Place vs. Wildcard
	<b>Finals</b> 1st Place vs. Winner of Semifinals
6 to 12 Teams	<b>Semifinals</b> 1 <sup>st</sup> Place vs. Wildcard 2 <sup>nd</sup> Place vs. 3 <sup>rd</sup> Place
	<b>Finals</b> Two winners of Semifinals
13 or More Teams	<b>Semifinals</b> 1 <sup>st</sup> Place vs. Wildcard 2 <sup>nd</sup> Place vs. 3 <sup>rd</sup> Place
	<b>Finals</b> Two winners of Semifinals Two losers of Semifinals

The winner of the Playoff match will also become eligible for the Session Cash-Cup Tournament. Second place teams will also become eligible for Cash-Cups if there are enough teams in the Division.

If a designated "Home" playoff location has only one table and two team matches are scheduled "Home", then the higher placed team in the standings has the "Home" field preference, and the other competing teams must proceed to and play at a neutral location.

## Doubles Cash-Cups

Cash-Cups will be held three times a year at the end of each session.

<b>Qualification Determined Using a Playoff Format</b>	
<b>Division Team Count</b>	<b>Number of Teams to Cash-Cups</b>
4 to 8 Teams	1
9 to 12 Teams	2
13 to 16 Teams	3

Division Team count will be determined by the number of active teams in the Division during Week 8 of the Session.

**Team Eligibility:** Teams will gain entry to the Cash-Cups based on order of finish in the Session Playoffs. The number of teams that will be entered will be decided as per the chart outlined above. BYEs will be filled by with teams that are highest in the Session Playoff Standings as decided by the Local League Office. If there is only one Division of 9-Ball Doubles the Cash Cup will be the Session Finals with the winner choosing either the Team Qualification option or the Cash Option.

**Player Eligibility:** Players must have played at least 4 times during the session in the 9-Ball Doubles Division to be eligible to play in the 9- Ball Doubles Cash-Cups.

Cash-Cup champions will receive prize funds and a team trophy or plaques.

## Vegas Qualifiers

Vegas Qualifiers will take place after the Fall Session Playoffs.

Teams will be invited to the Vegas Qualifier based on the number of teams in a Division. See below.

<b>Qualification Determined Using a Playoff Format</b>	
<b>Division Team Count</b>	<b>Number of Teams to Vegas Qualifier per Session</b>
4 to 8 Teams	1
9 to 12 Teams	2
13 to 16 Teams	3

Division Team count will be determined by the number of active teams in the Division during Week 8 of the Session.

Additionally, if a team qualifies for the Vegas Qualifier's they must meet the following criteria to maintain their qualification.

- ☐ Must maintain Vegas Qualifier eligibility in accordance with the APA Official Team Manual. (In general, 9-Ball Doubles Division requirements are less stringent. Contact the Local League Office if there are any questions.)
- ☐ Teams that qualify in the Spring session must remain active and play in the Summer and Fall Session. Summer qualifying teams must remain active in the Fall Session.
- ☐ Teams must be up to date with all League fees and memberships.
- ☐ There is no 50% rule for the 9-Ball Doubles Division at this time.

**The following restrictions apply to eligible teams.**

- ☐ Your Fall roster is your Vegas Qualifier roster.
- ☐ To play in the Vegas Qualifier a player must play 4 matches with the eligible team in the Fall Session and have **20 9-Ball matches played** within the last 2 years. Doubles matches do not count towards lifetime matches.
- ☐ For teams to maintain eligibility they must retain at least two original members on the team at the time they became eligible.

The Vegas Qualifier is classified as a High Level Tournament (HLT). One team is guaranteed to advance to the 9-Ball Doubles Tournament Championships in Las Vegas with a minimum of \$1400 in Travel Assistance. Depending upon team count and slot assignment by the National Office, additional 9-Ball Doubles slots may become available. This team will be provided travel assistance to Las Vegas which will be decided upon by session to session team count. Teams that advance to the Championship tournament must play in the tournament in order to receive these funds.

**Trophies and Patches**

Trophies will be awarded after the end of each Session Playoffs to the Division Playoff Winners. Each member of a Division Championship team will receive a trophy. Additionally, teams may receive Team Plaques depending upon the number of the teams in the Division. See the table below.

Number of Teams	Individual First Place Trophy	First Place Team Plaque	Second Place Team Plaque	Third Place Team Plaque
4-8	Y	Y	N	N
9-12	Y	Y	Y	N
13-16	Y	Y	Y	Y

## **Vegas Qualifier**

A maximum of three players will be permitted on a team roster but only TWO players will be eligible to compete on the team in Las Vegas. If a team has a 3-Person roster, teams are allowed to have three players on the roster, any combination of players' skill levels must equal 10 or less at the start of the division.. Teams who get qualified, and have three players, will be responsible for choosing which TWO will compete in the Vegas APA 9-Ball Doubles Championships. Members of teams that qualify to advance to the 9-Ball Doubles Championships in Las Vegas will receive a travel assistance fund with the amounts determined by the number of teams in the League. Each player who is on the Fall roster and plays at least 4 matches in the Fall Session will receive a portion towards airfare and hotel. Any remaining funds will be provided to the Team Captain to disburse as he sees fit to the rest of the team. You must travel to Las Vegas for the tournament in order to receive any of the Travel Fund. The 9-Ball Doubles Division will provide patches to players that achieve a 9-on-the-Snap or 9-Ball Break-and-Run. 9-Ball Break-and-Run patches will only be supplied for Singles Matches.

**Trophies:** All trophies will be delivered to teams that are still active in the League. Teams that have dropped out of the League can receive their trophies by contacting the Local League Office and scheduling a pickup at an existing host location.

**MVP Trophies:** There will be no MVP trophies.

**Top Shooter Trophies:** There will be one Top Shooter Trophy per Division per Session. The player with the most points scored wins. Ties for Top Shooter Points will be determined by a Playoff match which must be played within one week of the end of the session. If a winner is not decided by this time the winner will be determined by coin toss.

## **Changes to Bylaws**

In general, the Local Bylaws will be updated once every two years by the League Office with approval from the Board of Governors and the National APA Office. Changes may be made to the Bylaws at any time if deemed necessary by the League Operator and the Board of Governors. Additionally, interpretations of the Local Bylaws may be ruled on by the Board of Governors.

**Good Luck and Good Shooting!**













