

APA of Central New Jersey Bylaws



THE GOVERNING BODY OF AMATEUR POOL®

Brian & Marlene Boyle – League Operators

SERVING HUNTERDON & SOMERSET COUNTIES OF NJ

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Office Hours Monday – Friday 10 AM – 6 PM

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

ANNUAL APA MEMBERSHIP DUES

APA Membership Dues are \$25.00 per player and must be paid by week 4 of a session. Rosters are lock after week 4, at which time all unpaid players will be removed from the roster. That member's dues may be paid to reinstate the player that was removed.

Note: Changing a player after week 4 is not allowed without Local League Management Approval.

WEEKLY TEAM FEES

Weekly Team Fees are **\$45.00 per team** and must be paid in full, regardless of forfeit or how many matches played, including all playoff matches. **The League prefers Venmo, PayPal, bank check or money order.**

E-Payment and a scanned or clear picture of the **scoresheet are to be sent to scoresheet088@apaleagues.com** no later than 5:00 PM the day after the match.

The Team number and week of play are to be on the scoresheet and payment method in this format:

5-Digit team number followed by the week of play. (Example 01101-2).

This must appear in the text or e-mail "Subject Line" or "Note Section of Payment" to allow the Local League Office to search for your team's payment and scoresheets.

Payment Methods:

- Venmo
 - @Brian-Boyle-78
 - E-Mail scoresheet088@apaleagues.com
 - Phone Number: 610-762-4734
- PayPal
 - E-Mail scoresheet088@apaleagues.com
 - Phone Number: 610-762-4734
- Cash, Check, Money Order
 - **Mail to: P.O. Box 367 Milford, NJ 08848-0367**
 - It is your team's responsibility to mail in your scoresheets
 - Make checks/money order payable to "APA" or "APA of Central NJ"

Note: If a team plans on mailing their payment, the last week's Team Fee must be paid at the start of the session. This is required so the team does not show "Past Due", since the scoresheet processing will be faster than the post office delivery service.

Cash

Teams that send cash in the mail are responsible for any missing funds. Local League Management is NOT responsible for any cash sent in the weekly League envelopes. **PLEASE NO \$1 BILLS**

Checks & Money Orders

Make checks and money orders payable to "APA" or "APA of Central NJ". Checks must be from a member of that team. A returned check fee of \$25.00 will be assessed for each check returned for any reason. Local League Management reserves the right to refuse to accept a check from anyone that has had a check returned to the League for any reason insufficient funds, closed accounts, etc.

A returned check written to pay for the team's weekly fees will be charged back to the team as a PAST DUE, including the \$25.00 returned check fee. A returned check written to cover memberships will cause those players whose memberships were paid by that check to be ineligible to play until the members resubmit the APA Membership Dues and the past fees.

TEAM CAPTAINS

Team Captains are elected by the team's majority and may be changed at any time by a majority vote of the team players.

Team Captains MUST have a working Phone Number and are responsible for:

- Represent the team in all matters dealing with the Local League Office and Board of Governors (BOG).
- Informing their teammates of any schedule changes.
- Posting the sessions schedule in the team's Host Location.
- The conduct of the team members and including guests with the team during any **APA** match.
- Overseeing the paperwork arrives at the match and sent back to the Local League Office.

TEAMS THAT DROP OUT OF THE LEAGUE AFTER THE SESSION STARTS

Once the schedule is made up and teams called and confirmed; the session is considered to have begun. Any team that drops out of the League after the Local League Office has called the Team Captain or team member with the first weeks scheduled match will be responsible for the remainder of dues for the entire session. Each player will be assessed an equal share of the amount the team owes, and this amount must be paid before that player plays for any other APA Team or League. Also refer to **Concerning Teams That Drop Out** in the General Rules section of the Official team Manual.

BONUS POINTS

Teams will **EARN** bonus points if the following **requirements** are met:

- Score sheets are legible and filled out completely.
- All past due amounts owed to the League are paid in full. Failure to pay any past dues will result in the loss of bonus points each week the past due is not paid.
- Envelopes are to be mailed the night of play. The postage mark will be used to determine if paperwork was mailed on time. Paperwork with a post mark 3 days after the match is considered late.
- Paperwork that does not arrive in time for processing will be coded late and a past due will be assessed. Once the envelope arrives in the Local League Office the postage mark will be used to determine if it is late or not. Provided the date is ok bonus points will be awarded. The past due and the coded at the end of the team name will adjusted.
- Cash sent in and additional monies are paid in full of the largest bills possible.
- **Once bonus points are lost, they will not be returned.**

Available Bonus Points

- **8-Ball Team: 2**
- **9-Ball Team: 15**
- **8-Ball Ladies: 1**
- **8-Ball Scotch Doubles: 1**
- **Masters: 3**

Paperwork Codes

- **B** – Bounce Check (past dues will be posted in all cases to keep accurate accounting)
- **L** – Late (paperwork was not in the Local League Office in time for processing)
- **M** – Make Up
- **P** – Partial Entry Make Up Matches
- **PM** – Post Office Delay
- **S** – Short Money (envelope was received; however, there was not enough money)

BYE POINTS

- **8-Ball: 6 points for a scheduled bye, plus 2 bonus point; total = 8**
- **9-Ball: 60 points for a scheduled bye, plus 5 bonus points; total =65**
- **Masters: 14 Points**

BYES IN THE SCHEDULE

Due to schedule changes when teams add or drop in the first 4 weeks of each session, **bye points** are not awarded until after week 5 of any session, at which time all **bye points** for weeks 1 – 5 will be added to the teams that were scheduled to receive the byes. The Local League Office may add a team to the schedule during weeks 1-4. This will require scheduling make-up matches previously listed as byes.

PLAYERS INELIGIBLE TO PLAY

“\$” = Player that owes the League money may not play any matches unless the player has cleared the monetary obligation to the League first.

“X” = Player suspended from the League and is ineligible to play any matches or play in any APA events.

If a player with an “X” plays a match, it will be considered a forfeit. If you are playing against a team with a “\$” or “X” next to the players name, inform the other team. Should the player play, and the League has not been contacted nor has the issue been resolved, the match will be considered a forfeit to the other team. Ineligible players must be resolved prior to the start of the match and be communicated to the opposing team or the player will not be eligible to play in that match.

COACHING

Coaches must be on the team roster, teams/players may not receive advice from anyone not on that team’s roster, directly or indirectly. The first member of the team to approach the table is the coach. If a member of the team asks the player if they want assistance, to talk, or walks up to or around the table, a coach should be marked.

Also refer to **Coaching** in the General Rules section of the Official Team Manual.

COACHING AIDS

Ear Buds, Blue Tooth, or any other ear device are not permitted during play at the table. Non-Electronic ear protection is permitted.

The shooting player’s Smart Watch that can receive phone or text messages must be removed in Higher Level Tournaments. This is not a foul; however, the Tournament Director must be notified to assist with the ruling. Penalties may be imposed by the Tournament Director if failure to comply.

GRACE PERIOD BETWEEN MATCHES

Is not allowed; have your players ready to play. If your player is not present, you forfeit the match. If there is more than one match remaining, your team forfeits all remaining matches, provided the other team has enough players present. Smoke breaks are not acceptable delays in a match. Refer to **Forfeits** in the General Rules section of the Official Team Manual.

TIME LIMITS

Refer to **Time Guidelines** in the Official Team Manual

PRACTICE BEFORE MATCHES

Home team has use of the table to be used for the match from 1 hour prior to match to ½ hour prior to match time; home team should leave the table at that time and offer the use of the table to the visiting team. Visiting team has use of the table being used for the match from ½ hour prior to the scheduled start of the match until match time.

Matches start at the scheduled time. If your team shows up at 7:15 for a 7:30 match, your team has 15 minutes of practice.

Note: Some Host Locations will only open the tables 30 minutes before match time. If this happens, each team receives 15 minutes to practice.

INCLEMENT WEATHER

In the event of inclement weather, the Local League Office may reschedule matches. Visiting teams should call the home teams to inform them of any delay to avoid forfeits. Let common sense must prevail, reschedule matches if necessary, to avoid placing your teammates in danger on the roads during inclement weather. Communication to the opposing team to reschedule must be made within 2 hours of the start time. Either Team Captains or team representative may reschedule a match at any time prior to or during a match as long as both Team Captains agree and reschedule.

THE TABLE IS NOT AVAILABLE FOR PLAY

In the occurrence a Host Location closed early, pool table is broken, heating/cooling system broken, roof leaks, etc., the home team may choose a nearby neutral location to play the match. After obtaining the permission to use the neutral location or go to the away team's location, the matches must be played that night. In the event the match cannot be played that night, the Local League Office should be contacted to approve the reschedule.

CHANGING LOCATIONS AFTER THE START OF THE SESSION

Refer to **Home Locations** in the General Rules section of the Official Team Manual.

RESCHEDULING MATCHES

Rescheduling of matches is sometimes necessary. If the opposing team and Local League Office are given 24 hours' notice, the match will be rescheduled. Every effort will be made to accommodate both teams to reschedule. Less than 24 hours' notice is given it is up to the team being asked to reschedule to reschedule. The League hopes teams will make every effort to work out scheduling problems, however if they cannot be worked out the match will be played on the scheduled date. Matches cannot be rescheduling the last three (3) weeks of the session unless approved by the Local League Office.

MAKE-UP MATCHES

Make-up matches **must** be rescheduled and played within 3 weeks of the originally scheduled match date. **Both** Team Captains **must** notify the Local League Office of when and where the rescheduled match will be played. Teams must use the most current handicaps. If the two teams cannot agree on a date and time the Local League Office will set the date and time of the rescheduled match. Failure to play a make-up match within 3 weeks after the scheduled night will result in no points given to either team and full weekly fees will still be due. Neither team will receive points unless there are other circumstances that prevented the match from being played, at which time the Local League Office must be notified prior to deadline to review and render a decision based upon all information received. The Local League Office will issue score sheets and apply all points and credits to their respective divisions.

CLOSE HITS

Refer to **Close Hits** in the Game Rules section of the Official Team Manual.

MARKING THE POCKET ON THE 8-BALL SHOT

Refer to **Marking the Pocket** under **How To Win A Game** in the Official Team Manual.

- The use any offensive or illegal items is not allowed.
- Chalk is not allowed.
- A chalk holder is allowed providing it is unique and cannot be confused with the chalk on the table.

COST OF THE TABLE

Both players will split the cost of the Pool Table on an equal basis, alternate paying any odd amount. **Loser pays is not acceptable.** The League has no control over the cost for use of a pool table nor makes any requirements for a Host Location to provide free use of their pool table. A vendor generally owns pool tables not the location. Refer to **Who Pays For Games** in the General Rules section of the Official Team Manual.

BALL-IN-HAND FOULS

Refer to **Fouls** in the Game Rules section of the Official Team Manual.

PROTESTING A MATCH

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

FORFEITS POINTS PER MATCH

Forfeits cannot be called until 15 minutes after start time. From 15 minutes to 30 minutes after start time, the first match will be forfeit unless a call or attempts to contact the team has been made. After 30 minutes of the start time a full forfeit may be called.

- **8-Ball Team: 2**
- **9-Ball Team: 15**
- **8-Ball Ladies: 2**
- **8-Ball Scotch Doubles: 2**
- **Masters: 7**

Note: Host Location numbers are on the team envelopes, if the away team is running late they should call the Host Location.

Example: 7:30 PM start time - 7:45 PM to 8:00 PM one match is forfeit if calls are not made. After 8:00 PM a full forfeit may be called if no call is made. If there is a player present from the opposing team, the match **must begin**. If the paperwork has not yet arrived, keep score on a piece of paper until the weekly paperwork arrives. Refusing to start the match is considered a full forfeit of all 5 matches. To receive forfeit points, the team taking the forfeit must have their 5 players present at that time and their names and number listed on the scoresheet. The 23-Rule applies. If the team only has 4 players present, they may take the forfeit points up to the 4th match. Neither team receives the point(s) for the 5th match No full forfeits will be awarded in the first four weeks or in the last two (2) weeks of any session. Bye Points will be awarded.

PAST DUES

Team may **not** advance into their Division Playoffs if they have a monetary obligation to the League. Any player with a monetary obligation to the League will be marked ineligible to play in weekly play, Playoffs and tournaments unless the amount due is paid in full. Local League Office must be contacted prior to the player playing. Failure to contact the league will result in a forfeit of that match.

PLAYOFF MEETINGS

Someone **must** represent your team at the Playoff Meeting. Failure to have someone at the Playoff, End of Session Meeting, when the division roll-call is taken, will result in your team being ineligible to play in the Playoffs or being qualified that session. **NO EXCEPTIONS!**

PLAYOFFS

Number of teams that qualify for the Playoffs is based on the number of teams in the division. One team in each division, each session will be qualified for a World Qualifier Slot.

Division with:

- 4 Teams
 - 1st and 2nd + 1 Wild Card
- 5-6 Teams
 - 1st through 3rd + 1 Wild Card
- 7 -8 Teams
 - High Point's Team will qualify to Tri-Cup bypassing Playoffs
 - 2nd through 4th + 1 Wild Card
- 9 -10 Teams
 - High Point's Team will qualify to Tri-Cup bypassing Playoffs
 - 2nd through 6th + 1 Wild Card
- 11 or more Teams
 - High Point's Team will qualify to Tri-Cup bypassing Playoffs
 - 2nd through 8th + 1 Wild Card

Matches Required to Play in Playoffs:

- Summer Session:
 - New Player: 5
 - Established Player: 4
- Fall Session:
 - New Player: 6
 - Established Player: 4
- Spring Session:
 - New Player: 6
 - Established Player: 4

WILD CARD

The draw is done using a standard deck of cards, high card wins. Ties are broken using the suite chart on the bracket sheet. Jokers are removed from the deck prior to draw, if they are not and drawn the player must redraw a card.

QUALIFIED TEAMS

Teams that qualify for the World Qualifier must remain active in the same format in all sessions following until the World Qualifier are held. Refer to **Tournament Information and Rules** section of the Official Team Manual.

CHANGES TO THE ROSTER

Any changes to the team roster must be communicated to the opposing team **prior to the break of the first match** This includes adjustments during the first four (4) weeks of play and approved roster changes by the Local League Office that are written in. The player's added to the roster must be written on both scoresheets. If a player is added after the start of the match the opposing team's representative must agree to allow the player to play.

SUSPENDED PLAYERS

Suspended players are not permitted to participate with their team during their suspension.

RECYCLING OF PLAYERS

Teams may recycle one player **per night of play provided the opposing team agrees to allow them to do so. Please note this on both team's paperwork.**

- The team recycling may not exceed the 23-Rule by recycling a player.
- Recycling is **NOT** allowed the last week of the Summer Session, or the last 3 weeks of the Fall and Spring Sessions.
- Teams can agree to recycle at any time during the match. Once it has been agreed it cannot be changed. If the opposing team says **NO**, then it is NO, you would have had a forfeit anyway, just accept it and have fun. To argue the decision is unsportsmanlike conduct and may result in Bonus Point Penalties.
- If a team has 5 players that **CAN** comply to the 23-Rule, then recycling is **NOT** permitted.
- **The spirit of this rule is to allow you to play pool.**

Good Luck and Have a Ball!

Remember: Have FUN, Enjoy the Sport, and Make Friends!