



APPROVED
By Dante Guagliardo at 9:28 am, May 18, 2026

LOCAL BYLAWS

**Chris North & Steven DiLello,
League Operators**

Chris' Cell: 908-938-4462

Steven's Cell: 848-210-6093

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Introduction

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

This document explains the structure of the League at a Local Level and should be used in conjunction with the 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 Local Bylaws carefully and keep them with the APA 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: Local League Information

Age Requirements

You must be 18 years of age or older to compete in Hunterdon/Somerset APA.

Office Hours

League Office hours are Monday through Friday, 10 AM to 6 PM. If no one is available to take your call, please leave a message, including your phone number and your call will be returned as soon as possible. You may also email: cnorth@apaleagues.com.

New League Year Begins:

Summer Session 2026 Begins on Monday - May 11, 2026 (Week 1 Summer)

Website

Our website address is centralnj.apaleagues.com.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Hunterdon/Somerset APA events
- b) Set up your Member Services Account to:
 - View schedules, team rosters, standings and individual records for your division; and
 - View your lifetime APA statistics, including win percentage, tournament history, On the Breaks, Break and Runs, etc.

In addition, we also have a Facebook page at your [APA Central NJ](#) where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

Even if you don't sign up for your Member Services Account, please make sure we have your email address on file. All announcements are made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep you up to speed on what is happening at all times, be it upcoming Playoff match locations, wild card picks, tournaments or any other information you and your team need to know about the League.

Team Fees

Weekly Team Fees are **\$50.00 per team** and must be paid in full, regardless of forfeit or how many matches are played, including all playoff matches. **The League prefers the following forms of payment:**

- Venmo: CentralNJPoolplayers@CHRISTOPHER-NORTH-101
- Zelle: Central NJ Poolplayers 848-255-3728
- Bank check or money order payable to Hunterdon/Somerset APA

- 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**

For Doubles or Masters Divisions only: A scanned or clear picture of the **scoresheet is to be sent to** Steven DiLello @ 848-210-6093 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 email "Subject Line" or "Note Section of Payment" to allow the Local League Office to search for your team's payment and scoresheets.

Checks & Money Orders

Make checks and money orders payable to "**APA**" or "**Hunterdon/Somerset APA**". Checks must be from a member of that team. A returned check fee of \$50.00 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 \$50.00 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.

Scorekeeping

The Electronic Scorekeeper App is the preferred method to keep team match score nightly. Download the app from the app store – search your phone or tablet app store for "APA Scorekeeper" and download the app. Use the same login credentials used for the APA Member Services app. Only members on the team's roster have access to the team's scoresheet.

IMPORTANT: Before the team match, check the scorekeeper app to ensure the team's scoresheet is available BEFORE arriving for league night. Contact the local league office if the scoresheet is not available.

- Do not use the app until the actual match begins! These matches are live. If you score the match and submit it for "practice" it will no longer be available for you to score on league night. However, this is just a digital scoresheet, and the scores will not go toward your team and individual stats until the league operator enters the scores.
- All captains should have a printed scoresheet available in case of unforeseen app errors.

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.

Scoresheet Delivery

At the end of each League night, the Team Captain, or other designated member of the team, is responsible for submitting/sending the completed scoresheet to the local league office.

- Electronic Scorekeeper App users should Submit Scores and confirm that the match is Submitted.

- Printed scoresheets should be sent as a PDF via email to Steven DiLello @ 848-210-6093. Subject line should include team name and week of play.
- Use a scanner or any mobile phone app to convert the completed printed scoresheet to PDF. Do not send a photo via text message.
- To avoid late submissions, scoresheets and payments must be submitted on the night of play.

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.
- 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.

Forfeits

Forfeits will not be allowed in the first 4 weeks or last 2 of a Session. Teams that do not show up for two consecutive weeks may be dropped from the League and a new schedule may be issued. Dropped teams or any suspended player will forfeit all benefits, trophies, awards and prize money.

Teams That Drop

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

Every week, bonus points can be earned for turning in accurate and complete scoresheets, along with on time payments. A team that does not will receive zero bonus points. Payments are due at the same time. Bonus points are awarded at the sole discretion of the 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-Annals, WQ) or other League events.

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.
- Teams that email in paperwork should text or email the night of the match. The team's account should have a positive balance or at least one week's dues.
- 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 Scotch Doubles: 1
- Masters team: 3

Remember these are bonus points that are awarded at the sole discretion of the Local League Office.

Keeping current with your weekly fees is important. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the Playoffs and/or the opportunity to compete in tournaments.

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.

Bonus Points for Bye Weeks

Whenever a division has an odd number of teams one team each week will not have a match. In this instance, the team with the bye shall be given the following points for the week (including the bonus points a team would have received if all the paperwork was correct):

- 8-Ball: 6 points for a scheduled bye, plus 2 bonus points; total = 8
- 9-Ball: 60 points for a scheduled bye, plus 5 bonus points; total = 65
- Masters Team: 14 Points
- 8-Ball Scotch Doubles Team: 4 points for a scheduled bye, plus 1 bonus points; total = 5

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

Past Due Procedures

1. **First Week Past Due:** "PAST DUE" will be noted in the system.
2. **Second Week Past Due:** "FINAL NOTICE" will be reflected in the system 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 NonPay" in the system.

Late Penalties

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE on their next score sheet 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.
- Rack less: 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 would 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 and fill out the Patch Request form. Patches will be awarded each time the player meets the criteria for earning a patch as long as the Patch Request form is completed and sent into 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 prequalified 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**. Matches cannot be rescheduled for the last three (3) weeks of the session unless approved by the Local League Office. Any match NOT rescheduled and approved by the league office within 3 weeks will be subject to loss of bonus points and possible additional penalty points.

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 makeup matches will be allowed in the last two weeks of the session, unless the Local League Office grants an exception, which will only occur because 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.

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 and approved by the league office. **Teams must use the 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.

Preventing Forfeits - Replay Rule (Formerly known as Recycling)

(Player May Play Twice in One Night)

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, Hunterdon/Somerset APA Pool League 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, 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 must 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 2nd 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 players. The team scheduled to put up a player in the 5th match designates their Replay Player first.

- Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up. If another player from the Replay Team shows up prior to the start of the “replay” match, the “replay” match is 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 week of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**

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 has been taken and needs to 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

It 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. Smoking breaks are not acceptable delays in a match. Refer to **Forfeits** in the General Rules section of 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.

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 and added to each team’s score keeper roster. If a player is added after the start of the match the opposing team’s representative must agree to allow the player to play in that match.

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 will be dropped from the division.

Additionally, any team that has not paid their League fees for two consecutive weeks can be dropped from the Division. Teams who have failed to pay their League fees for two consecutive weeks will be notified of the past due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying their share of the team fees owed.

The defaulting team's players will be suspended from the League until their portion of the fees are paid. The Local League Office has the right to assign different portions of the outstanding fees to individual players as it is deemed 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.

The Table Is Not Available for Play

In the occurrence a Host Location closes 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 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.

Cost of The Table

Both players will split the cost of the Pool Table on an equal basis, alternate paying any odd amount. **Loser pay is not acceptable.** The League has no control over the cost for use of a pool table nor does it make 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.

Section 3: Sportsmanship and Conduct

Comments on Scoresheets

All concerns should be written on the scoresheet in a courteous and professional manner. This will guarantee that your concern is considered, documented and addressed. Abusive language directed at the League or the League Operator will not be tolerated on the scoresheets. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

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

Hunterdon/Somerset APA will honor any suspensions from all APA areas.

Section 4: Local League Playoffs and Tournaments

Playoff Meetings

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

Session Playoffs

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

During each session, the 1st round of Playoffs will be scheduled on the same day of the week as your regular League play. The next session will begin the week following the Playoffs.

In accordance with Official Team Manual, the **Session Playoff Site** will be chosen at or prior to the Team Captains' Meeting at the beginning of the session and will be indicated on the schedule. It is possible a Playoff match will be held at a neutral location or at the home location of one or both teams involved. Player Eligibility: Players must have played at least 4 times with the team during the session to be eligible to play in the Session Playoffs.

World Qualified Teams that win the High Point or the playoff Bracket in the Fall and Spring sessions and do not compete in that session Tri-Annual are not eligible to become Double or Triple Qualified into the World Qualifier.

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 Wildcard 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 Wildcard 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 Wildcard 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>12-16</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 Wildcard 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

World Qualifier

The World Qualifier is an annual tournament that takes place at the end of the League year. The winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent Hunterdon/Somerset APA Pool League in the APA World Pool Championships.

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

***Summer** -4 Teams from the Tri-Annual

***Fall** - 2 Teams from the Tri-Annual

***Spring** -2 Teams from the Tri-Annual

*Subject to change based on team count

*A maximum of 8 Teams will participate in the 9-Ball World Qualifier:

***Summer** - 4 Teams from the Tri-Annual

***Fall** - 2 Teams from the Tri-Annual

***Spring** -2 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.
- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in Hunterdon/Somerset APA Pool League here to retain their qualified status.
- All players on Qualified teams must remain active in Hunterdon/Somerset APA Pool League and format they are qualified in, 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 Hunterdon/Somerset APA Pool League to participate in the Tri Annual, World Qualifier and World Pool Championships. New players must have 5-Summer, 6 – Fall & Spring Sessions.
- 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.

Trophies

End of session awards will be given at the Tri-Annual. Each member of the first-place team will receive an award. In addition, each team will also receive a team plaque that can be put on display at their Host Location to show off their accomplishment!

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the eligible members of those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the last team eliminated by the non-attending team on their World Qualifier board. Eligible players must show up, register and play in that tournament, to be granted travel assistance. If one or more of your players does not physically attend the tournament, NO ASSISTANCE WILL BE GRANTED TO THOSE INDIVIDUALS!

Good Luck and Have a Ball!

Remember to Have FUN, Enjoy the Sport, and Make Friends.