



LOCAL BYLAWS

Ryan Gilligan

Office: (518) 450-4749

Cell: (609) 532-0022

Email: rgilligan@apaleagues.com

Website: www.greateralbanysaratoga.apaleagues.com

Facebook: www.facebook.com/apapoolleaguesofgreateralbany

Introduction

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

This document explains the structure of the League at a local level and should be used in conjunction with your Official Team Manual provided by the APA. These bylaws have been created for the smooth and efficient operation of the League. After all, the **APA is all about having fun, meeting people, and playing pool!**

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. **Effective: Summer Session 2019.** All local bylaw documents prior Summer Session 2019 are null and void.

Section 1: Getting Started

Age Requirements

You must be 18 years of age or older to compete in the APA of Greater Albany/Saratoga.

Office Hours

League Office hours are Monday through Friday, 8 AM to 4 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.

Website

Our website address is www.greateralbanysaratoga.apaleagues.com.

This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other APA of Greater Albany/Saratoga 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 www.facebook.com/apapoolleaguesofgreateralbany 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

Team Fees for standard format 8-Ball & 9-Ball divisions are \$45 per week regardless of the number of matches played. Team Fees for Double Jeopardy divisions are \$80 per week regardless of the number of matches played. Full Team Fees must be paid for forfeits. Team Fees for Division Playoffs will be paid on a per match played basis (see below chart). If you are paying by check, please

make your check payable to APA of Greater Albany/Saratoga. There will be a \$25 charge for any returned checks, plus a loss of bonus points.

TEAM FEES	
<u>Division Type</u>	<u>Standard Team Fee</u>
Standard 8-Ball	\$45 per Team
Standard 9-Ball	\$45 per Team
Double Jeopardy	\$80 per Team

TEAM FEES (Playoffs)			
<u>Division Type</u>	<u>3 Matches Played</u>	<u>4 Matches Played</u>	<u>5 Matches Played</u>
Standard 8-Ball	\$27	\$36	\$45
Standard 9-Ball	\$27	\$36	\$45
Double Jeopardy	\$24	\$32	\$40

Team Envelopes

The team envelopes will be delivered to the Host Location that you are playing at. Envelopes are due at the same Host Location immediately after the end of play.

Your team will receive bonus points if **all** of the following occur:

- Innings are filled in for every game
- The winner and loser of every game is marked with the number of racks won
- Final match score is filled in
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

The bonus points awarded will be as follows:

- **8-Ball - 2 Possible Bonus Points**
 - 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 1 point will be awarded for accurate and complete scoresheets.
- **9-Ball - 12 Possible Bonus Points**
 - 6 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - 6 points will be awarded for accurate and complete scoresheets.

Remember these are bonus points that are awarded at the sole discretion of 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. You may lose your place in the playoffs and/or the opportunity to compete in tournaments.

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 – 8 Bye Points + 2 Bonus Points
- 9-Ball – 60 Bye Points + 12 Bonus Points

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

Forfeits

Teams have 15 minutes after the official start time (real time, not bar time) to arrive and begin their match. If no one from a team is there 15 minutes after official league start time, the first match is a forfeit. If no one is there by 30 minutes after official league start time, the result of the match is a full night forfeit. If any player from the opposing team is present at the official league start time and they are asked to begin the match, they must play or forfeit the match. **For a full night forfeit, the team will receive 8 points (in 8-Ball), 60 points (in 9-Ball) during league play and 15 points (in 8-Ball) and 100 points (in 9-Ball) during playoffs and Higher-Level Tournaments.**

Past Due Procedure

First Week Past Due: Scoresheet will be stamped Past Due – Captain / Co-Captain will be called.

Second Week Past Due: Scoresheet will be stamped Final Notice – Entire Team will be called.

Third Week Past Due: Team Name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible.

Any team that falls two weeks behind in paying their team fees will receive a FINAL NOTICE on their next scoresheet.

- If the fees are not brought current by the third week, the team will be dropped from the League for non-payment.
- All players on the team will become equally responsible for their share of the fees that are due, including those for the remainder of the session, and will not be able to rejoin the League until they have paid their portion.
- The League Office will not be responsible for fees or monies paid to a Team Captain or other team member not ultimately paid to the League. Teams having rosters with players who owe money to the League will not be able to participate in any matches until such monies are paid.
- Teams that are habitually late may be required to replace their Team Captain with another, more responsible player.

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.

Patches

Patches are available for the following accomplishments:

- **8-on-the-Break:** You make the 8-ball on the break.
- **8-Break-and-Run:** You make at least one ball on the break and then run the rack.
- **9-on-the-Snap:** You make the 9-ball on the break.
- **9-Break-and-Run:** You make at least one ball on the break and then run the rack for ten points.
- **Rackless Match:** Your opponent didn't break during your match.
- **Clean Sweep Patch:** For both 8-Ball and 9-Ball matches, if a team wins all 5 matches in one night (forfeited matches do not count), each person who played that night will receive a Sweep Patch.

- **20-0:** 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.

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet. Patches will be awarded each time the player meets the criteria for earning a patch.

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

Section 2: League Play

Rescheduling Matches

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you wish to reschedule a match, **you must make a request to the League Office**. Upon receiving approval from the League Office please use the following procedure:

- Contact the captain of the team you are scheduled to play and notify them of your intent to reschedule;
- If requested to do so, captains must reschedule matches if the team has other pre-qualified League obligations such as a National Tournament.
- Rescheduled matches must be played within two weeks of the original scheduled match date. No make-up matches will be allowed in the last two weeks of the session. Exceptions with special conditions may be made by the League Office.

Inclement Weather

Rescheduling for inclement weather is generally a result of snow or icy conditions, but can result from any condition that makes it dangerous for players to travel to their match locations. The League Office will use school closings and state warnings to determine whether it is appropriate to reschedule matches due to inclement weather. If you feel that weather conditions may interfere with your, or your team's ability, to get to your scheduled match location, contact the League Office for additional instructions.

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 his/her share of the team fees owed. The defaulting team's players will be suspended from the League until their portion of the fees is paid. The League Office has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player that is past due on your roster, you will receive no points for that person's match (even if they win) and no bonus points for any week they play while their fees are past due.

Preventing Forfeits – (Previously referred to as “Ghost Rule”)

(Player May Play Twice on One Night)

General Rule 20 in the Official Team Manual 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 Greater Albany/Saratoga 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 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 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 4th 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 23-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 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 as long as the above criteria are met in each instance. The Replay Rule is not in affect during **the last week of regular weekly League play of the session, Playoffs, Tri-Cup Tournaments or the World Qualifier**

Section 3: Sportsmanship and Conduct

Refusal to Do Business With

The vast majority of players have a great time in the League and display true sportsmanship. We seek to promote those who personify the APA spirit. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

At any time, at the sole discretion of the League Operator, the APA of Greater Albany/Saratoga can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the League, repeatedly complain about handicaps or who otherwise deride the League in public.

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without him/her 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 and no right to tell a Host Location Owner how to run his/her business.

Suspended Players

The APA of Greater Albany/Saratoga will honor any suspensions from a neighboring APA area. Any player that has been suspended from the APA of Greater Albany/Saratoga will need a written letter stating why they feel they should be allowed back into the league. At the completion of the suspension term, the letter will be reviewed by the Board of Governors and a decision will be made as to whether we feel the suspended player is a good fit for our league and are welcomed to come back.

Section 4: League Playoffs and Tournaments

Session Playoffs: 8-BALL

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 Playoffs will be scheduled on the same day of the week as your regular League play. For 8-Ball Formats, there will be one (1) week of playoffs.

Player Eligibility: Veteran APA Players need 4 matches played and new APA members are required to play 6 matches with the team during the session to be eligible to play in the End of Session Playoffs.

IN DIVISIONS WITH 5 OR MORE TEAMS, THE TEAMS THAT FINISH IN FIRST PLACE AT THE END OF THE REGULAR SEASON AUTOMATICALLY QUALIFY FOR THE TRI-ANNUAL TOURNAMENT.

Guidelines For 8-Ball Playoff Qualification

8-Ball Playoff Qualification	
Division Team Count	Playoff Format
4 Teams 1 Team + Wildcard in Playoffs <i>No more than 2 teams from the same 4-team division may advance to the Tri-Annual.</i>	1st Place vs. Wild Card Winner advances to Tri-Annual
5 Teams 1 Team + Wildcard in Playoffs *1st Place in Division automatically qualifies for Tri-Annual.	2nd Place vs. Wild Card Winner advances to Tri-Annual
6-8 Teams 3 Teams + Wildcard in Playoffs *1st Place in Division automatically qualifies for Tri-Annual.	2 nd Place vs. Wild Card 3 rd Place vs. 4 th Place Winner of each match advances to Tri-Annual
9-10 Teams 5 Teams + Wildcard in Playoffs *1st Place in Division automatically qualifies for Tri-Annual.	2 nd Place vs. Wild Card 3 rd Place vs. 6 th Place 4 th Place vs. 5 th Place Winner of each match advances to Tri-Annual
11-14 Teams 6 Teams + 2 Wildcards in Playoffs *1st Place in Division automatically qualifies for Tri-Annual.	2 nd Place vs. 2 nd Wild Card 3 rd Place vs. 1 st Wildcard 4 th Place vs. 7 th Place 5 th Place vs. 6 th Place Winner of each match advances to Tri-Annual
15-16 Teams 8 Teams + 2 Wildcards in Playoffs *1st Place in Division automatically qualifies for Tri-Annual.	2 nd Place vs. 2 nd Wild Card 3 rd Place vs. 1 st Wildcard 4 th Place vs. 9 th Place 5 th Place vs. 8 th Place 6 th Place vs. 7 th Place Winner of each match advances to Tri-Annual

*Byes do not count as a team

TRI-ANNUAL TOURNAMENTS (8-Ball ONLY)

The APA of Greater Albany/Saratoga will hold Tri-Annual Tournaments at the completion of each session for all 8-Ball Formats. Tri-Annual Tournament guidelines are as follows:

- 1) After completion of each session the playoffs for 8-ball will be one week. All of the winners of the playoff matches will advance to the Tri-Annual Tournament (as described above).
- 2) Advancing teams will play in the Tri-Annual Tournament which will be held 2-3 weeks after each session.
- 3) The Tri-Annual Tournament will be a modified-single elimination event.
- 4) It is not necessary for teams to “win” the Tri-Annual Tournament. In each bracket, the top 25% of the teams will advance to the World Qualifier. For example, in a bracket containing eight (8) teams, the top two (2) teams would advance to the World Qualifier. **IN THE SUMMER SESSION TRI-ANNUAL, THE TOP 50% OF THE TEAMS WILL ADVANCE TO THE WORLD QUALIFIER!**
- 5) After each session, the Tri-Annual seedings will be completed as soon as possible and the participants will be notified exactly how many teams from each bracket will be advancing to the WQ.
- 6) If Byes are available in Tri-Annual brackets, the byes will be awarded to the 1st place teams that gained the most points during the regular season.
- 7) Teams that are awarded a bye in the Tri-Annual Tournament could possibly advance to the WQ by winning one match in the Tri-Annual Tournament. Most participating teams will have to win two matches to advance to the WQ.
- 8) Teams that advance to the Tri-Annual Tournament must play the following session to maintain their eligibility.
- 9) The Tri-Annual Tournament is an extension of the previous session. The team rosters used for the Tri-Annual Tournament will be the rosters from the completion of the previous session. In other words, you play in the Tri-Annual Tournament with the roster from the previous session with all members that were eligible for the playoffs of the previous session.
- 10) Teams that are qualified for the Fall Session Tri-Annuals must remember that you play in the Fall Session Tri-Annual Tournament with your playoff roster from the Fall Session. However, if you have made changes to your roster during the first four weeks of the Spring Session you have altered your WQ (WORLD QUALIFIERS previously referred to as LTC’s) roster. For example, your team qualifies for the Fall Session Tri-Annual Tournament. At the beginning of the Spring Session you remove members #7 and #8 from your roster and replace them with members #7A and #8A. Now you play in the Fall Session Tri-Annual Tournament and original members #7 and #8 play for your team. Your team wins the Fall Session Tri-Annual Tournament. Original members #7 and #8 may have helped you win the Tri-Annual Tournament **BUT** new members #7A and #8A are now the players that are eligible for the WQ (World Qualifiers previously referred to as LTC’s).

Session Playoffs: 9-BALL

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 Playoffs will be scheduled on the same day of the week as your regular League play. For 9-Ball Formats, there will be two (2) weeks of playoffs.

Player Eligibility: Veteran APA Players need 4 matches played and new APA members are required to play 6 matches with the team during the session to be eligible to play in the End of Session Playoffs.

<u>9-Ball Playoff Qualification</u>	
<u>Division Team Count</u>	<u>Playoff Format</u>
4 Teams *In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.	Semi Finals 1 st Place BYE & 2 nd Place vs. Wildcard Finals 1 st Place vs. Winner of Semi Finals
5-7 Teams	Semi Finals 1st Place vs. Wildcard & 2nd Place vs. 3rd Place Finals Two Winners of Semi Finals
8 to 12 Teams ***1 st Place in Division automatically qualifies for World Qualifier and does not play in end of session playoffs.	Semi Finals 2 nd Place vs. Wildcard & 3 rd Place vs. 4 th Place Finals Two Winners of Semi Finals
13 to 16 Teams ***1 st Place & 2 nd Place in division automatically qualifies for World Qualifier and does not play in end of session playoffs.	Semi Finals 3 rd Place vs. Wildcard & 4 th Place vs. 5 th Place Finals Two winners of Semi Finals

For 9-Ball Formats, Winner of the playoffs become qualified for the APA World Qualifier, formerly known as the Local Team Championships (LTC).

If your team is already qualified for the APA World Qualifier and qualifies in any other session of the qualifying year, your team will earn a BYE in the first round of the WQ. If your team qualifies for the WQ in all 3 sessions of the qualifying league year, your team will earn a BYE in the first & second rounds of the WQ.

Trophies & Awards

Division Winners (team with the most points at the end of the session) will receive trophies or plaques.

Playoff Winners (9-Ball) will receive qualification into the World Qualifier (WQ) and team shirts that read "Champions".

Tri-Annual Winners (8-Ball) will receive qualification into the World Qualifier (WQ) and CASH Payouts for winning teams.

Qualified Teams

Teams that qualify for a World Qualifier Slot must remain active in the same format in all sessions following until the World Qualifier is held. (Ex. If your team qualifies in 8-Ball on Monday night during the Summer Session, your team must continue to play 8-Ball for the Fall and Spring Sessions. All qualified teams must maintain 4 original members on the team at all times. Once your team drops below 4 original members on your team's roster, your qualification is lost. Qualified teams MUST stay in the top 50% of their division to retain qualification. Any qualified team that cannot maintain a ranking in the top 50% will be reviewed and their qualification can be removed. Qualified slots that are lost are NOT filled by any other team.

Any qualified team playing in the Spring Session cannot alter their team roster in any way after the fourth (4) week of scheduled play. Adding and dropping players during the Spring Session may cause the team to lose their qualification. Players added to a qualified team in the Spring session must have 10 matches scored prior to being added to the team, unless approved by League Office.

World Qualifier

The World Qualifier is an annual tournament that takes place at the end of the League year. The winner of the World Qualifier receives travel assistance to Las Vegas and the opportunity to represent the APA of Greater Albany/Saratoga in the World Pool Championships.

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the 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.

MVP Tournament

The MVP Program automatically includes all members during every session. The qualification guidelines are as follows:

The top eight (8) players, in the calculation on each players Online Members Services account, at each skill level tier will be invited to participate in the MVP Tournament at the completion each session. 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). The qualification procedure is explained as follows PA% (points available percentage) – At the completion of each individual APA league match, both participants earn a percentage of the total points available in that match. In 8-Ball, there are a total of three (3) points available. In 9-Ball, there are a total of twenty (20) points available. For example, Player A defeats Player B with a split of 12-8. Player A has a PA% of 60% (twelve (12) points being 60% of the twenty (20) points available) for that match. Player B has a PA% of 40% (eight (8) points being 40% of the twenty (20) points available) for that match. In 8-Ball, Player A defeats Player B earning a 2-1 victory for their team under the three-point scoring system. Player A has a PA% of 67% (two (2) points being 67% of the three (3) points available) for that match. Player B has a PA% of 33% (one (1) point being 33% of the three (3) points available) for that match. Throughout the course of the session, players accrue a total PA%. All of those percentages are evaluated and the top eight (8) at each skill level, LEAGUE WIDE, are invited to the MVP Tournament.

Total Matches Played Requirement for invitation to the MVP Tournament will be 6 matches.

MVP Tournament Brackets:

Tier Level	8-Ball	9-Ball
Green Tier	Skill Levels 2-3	Skill Levels 1-3
White Tier	Skill Levels 4-5	Skill Levels 4-5
Black Tier	Skill Levels 6-7	Skill Levels 6-9

Winners of the MVP Tournament will receive a commemorative award, a qualification to the next Singles Regional, and an embroidered APA polo or hoodie!

Last Chance Tournament

At the completion of the Spring Session, any team that is still not qualified for the World Qualifier (previous referred to as the Local Team Championships (LTC)) will have one LAST CHANCE to get qualified! The Last Chance Tournament will be held 1-2 weeks prior to the World Qualifier.

The qualification guidelines are as follows:

- 1) Team participated in the playoffs for their division.
- 2) Team is not currently qualified for the World Qualifier.
- 3) Team played during the previous Fall and Spring Sessions.
- 4) Team is active during the Summer Session when the tournament is held.

Each team that meets the above criteria will be invited to participate in the “Last Chance Tournament”. This is a single elimination tournament where teams can earn a spot in the APA World Qualifier. There will be a Last Chance Tournament for 8-Ball Teams & a Last Chance Tournament for 9-Ball Teams.

Teams that qualify into the World Qualifier from the Last Chance Tournament are as follows:

Team Count	8-Ball	9-Ball
4-7 Team Bracket	1 Team Qualifies	1 Team Qualifies
8-15 Team Bracket	2 Teams Qualify	2 Teams Qualify
16-24 Team Bracket	3 Teams Qualify	3 Teams Qualify