

Capital Region APA Local Bylaws



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Introduction

I 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 is all about having fun, meeting people, and playing pool!**

Please read these bylaws carefully and keep them with the APA Official Team Manual for your reference. **Effective: Summer Session 2025.** All Local Bylaws prior to Summer Session 2025 are null and void.

Section 1: Local League Information

Age Requirements

You must be 18 years of age or older to compete in the Capital Region APA.

Office Hours

Local 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. You may also email: rgilligan@apaleagues.com.

Website

Our website address is capitalregion.apaleagues.com. This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other Capital Region 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, 8-on-the-Break, 9-on-the-Snap, Break-and-Runs, etc.

In addition, we also have a Facebook page at facebook.com/capitalregionapa 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 \$50 per week regardless of the number of matches played. Team Fees for Double Jeopardy divisions are \$100 per week (starting Fall 2025 session) regardless of the number of matches played. Full Team Fees must be paid for forfeits and division playoffs.

TEAM FEES	
<u>Division Type</u>	<u>Standard Team Fee</u>
Standard 8-Ball	\$50 per Team
Standard 9-Ball	\$50 per Team
Double Jeopardy	\$100 per Team

Electronic Payment Submission

All weekly team dues should be submitted electronically no later than 2pm the day following your scheduled match (unless prior approval is granted from League Management). The Capital Region APA offers teams two options for electronic payments:

1. APA Pool League app
2. APA Website Payment Link: [Weekly Team Dues \(apaleagues.com\)](http://apaleagues.com)

Please note that the APA Pool League app requires full team fees to be paid in one transaction on or before the scheduled match date. The payment link on our website can accept payments anytime and for any amount.

Bonus Points

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
- 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 if payment is received within 48 hours of the match date.
 - 1 point will be awarded if payment is received within 1 week of the match date.
- **9-Ball - 12 Possible Bonus Points**
 - 6 points will be awarded if payment is received within 48 hours of the match date.
 - 6 points will be awarded if payment is received within 1 week of the match date.

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

For partial matches, teams are responsible for submitting payment as individual matches are played.

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 the scoresheet 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 scoresheets 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 team 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: Team Captain / Co-Captain will be contacted.

Second Week Past Due: Entire Team will be contacted.

Third Week Past Due: Team Name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and players will be marked ineligible and the discretion of league management.

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

If the fees are not brought current by the third week, the team will be dropped from the League.

- 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 Local 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. Any 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.

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-Ball Break-and-Run or 9-on-the-Snap and 9-Ball 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 within two weeks after they are earned and will be delivered to the team's home Host Location.

Section 2: Local 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 Local League Office**. Upon receiving approval from the League Office please use the following procedure:

- Contact the Team Captain of the team you are scheduled to play and notify them of your intent to reschedule;
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a Championship 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 Local 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 Local 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 you, or your team's ability, to get to your scheduled match location; contact the Local League Office for additional instructions.

Replay Rule – Player May Play Twice on One Night

To help prevent forfeits and to make it more likely matches are awarded on the table rather than by forfeit, the Capital Region APA 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 (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 SL3 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 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 “replay” 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-Annual Tournaments or the World Qualifier.**

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 may lose bonus points for any week they play while their fees are past due.

Section 3: Sportsmanship and Conduct

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 and no right to tell a Host Location Owner how to run their business.

Suspended Players

The Capital Region APA will honor any suspensions from all APA areas. Any player that has been suspended from the Capital Region APA 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: Local League Playoffs and Tournaments

Session Playoffs

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

Guidelines for Playoff Qualification

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

<p><u>15-16</u></p> <p>Five Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place vs Wildcard 3rd Place vs 8th Place 4th Place vs 7th Place 5th Place vs 6th Place</p> <p>All winners advance to Tri-Annuals</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
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*Byes do not count as a team

During each session, the Playoffs will be scheduled on the same day of the week as your regular League play. There will be one (1) week of Playoffs.

Player Eligibility: APA members are required to play 4 matches with the team during the session to be eligible to play in the End of Session Playoffs.

The Wild Card is a team drawn at random from all teams in the division who did not already qualify for playoffs. In order to be eligible for the Wild Card Draw, a team must be current on their session dues and have no more than eight forfeits during the session.

Tri-Annual Tournaments

The Capital Region APA will hold Tri-Annual Tournaments at the completion of each session for all Formats. Tri-Annual Tournament guidelines are as follows:

- 1) After completion of each session the Playoffs for both 8-Ball & 9-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 Single Elimination Format event.
- 4) 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 World Qualifier.
- 5) If byes are available in Tri-Annual brackets, the byes will be awarded to the teams with the highest points per match average during the regular season.
- 6) Teams that are awarded a bye in the Tri-Annual Tournament could possibly advance to the World Qualifier by winning one match in the Tri-Annual Tournament. Most participating teams will have to win two matches to advance to the World Qualifier.
- 7) Teams that advance to the Tri-Annual Tournament must play the following session to maintain their eligibility and maintain a minimum of 4 original members on their qualifying team roster.
- 8) 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.

- 9) 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 **World Qualifier** 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 World Qualifiers.

Trophies & Awards

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

Playoff Winners will receive qualification into the Tri-Annuals.

Tri-Annual Winners will receive qualification into the World Qualifier and Cash Payouts for winning teams.

Qualified Teams

Refer to **World Pool Championships** in the Tournament Information and Rules section of the Official Team Manual for player and team eligibility requirements.

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 Capital Region APA in the World Pool Championships.

*A maximum of 42 teams will participate in the 8-Ball World Qualifier:

***Summer** - 18 teams from the Tri-Annual

***Fall** - 10 teams from the Tri-Annual

***Spring** - 12 teams from the Tri-Annual

*A maximum of 42 teams will participate in the 9-Ball World Qualifier:

***Summer** - 18 teams from the Tri-Annual

***Fall** - 10 teams from the Tri-Annual

***Spring** - 12 teams from the Tri-Annual

*subject to change based on team count

Travel Assistance for the World Pool Championships

The World Qualifier is an annual tournament that takes place at the end of the League year in which the winning teams earn Travel Assistance to Las Vegas and the opportunity to represent the Capital Region APA in the APA World Pool Championships.

Teams advancing from the World Qualifier will earn Travel Assistance to the APA World Pool Championships held in Las Vegas, Nevada. Travel Assistance of \$1,000 per player will be awarded to those going to the

World Pool Championship. **There will be no Travel Assistance (or cash equivalent) awarded to those players who cannot attend.**

MVP Tournament

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

The top one (1) player in each division, at each skill level tier, will be invited to participate in the MVP Tournament at the completion of each session. Spots will then go to the top players league wide with no more than 24 players in each bracket. 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 twenty-four players (24) at each skill level tier, 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 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 finished in the finals bracket of the Summer, Fall or Spring Tri-Annual
- 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 World Qualifier. There will be a Last Chance Tournament for 8-Ball Teams and 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
4-8 Team Bracket	1 Team Qualifies	1 Team Qualifies
9 and up Team Bracket	2 Teams Qualify	2 Teams Qualify