



LOCAL BYLAWS

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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 Albany APA.

Office Hours

League Office hours are Monday through Friday, 3 PM to 9 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: albany@apaleagues.com

Website

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

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Albany 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 [Albany APA](#) 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 are \$50 per week (\$100 for Double Jeopardy) regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and forfeit. If you are paying by check, please make your check payable to Albany APA. There will be a \$35 charge for any returned checks, plus a loss of bonus points.

Payment Submission

All weekly team dues should be submitted electronically no later than 6pm the day following your scheduled match (unless prior approval is granted from League Management). The Albany APA offers teams the following options for electronic payments:

1. APA Pool League app

2. Venmo: @HannahMBarr
3. CashApp: \$HannahMBarr
4. Cash

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. All other forms of payment 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 24 hours of the match date.
 - 1 point will be awarded if payment is received within 72 hours of the match date.
- **9-Ball: 12 Possible Bonus Points**
 - 6 points will be awarded if payment is received within 24 hours of the match date.
 - 6 points will be awarded if payment is received within 72 hours of the match date .

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.

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

Effective in the Fall 2025 Session, there will no longer be bonus points for bye weeks. The points will be as follows:

- 8-Ball: 6 Bye Points
- 9-Ball: 49 Bye 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 Procedures

1. **First Week Past Due:** Team Captain / Co-Captain will be contacted.
2. **Second Week Past Due:** Entire Team will be contacted.
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 NON-PAYMENT and players will be marked ineligible and the discretion of league management.

Late Penalties

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE 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.

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 is paid. The Local 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.

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: 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.
- 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.*

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 in to the Local League Office.

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, a match may need to be rescheduled due to inclement weather, conflicts with other pre-qualified 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.**

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 make-up matches will be allowed in the last two weeks of the session, unless the Local League Office grants an exception, which will only occur as a result 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.

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 Albany 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 SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed the 23-Rule.

- The Replay Team's need to invoke the Replay Rule is not the result of a player being sent home and/or made unavailable. Attempts to take advantage of the Replay Rule should be reported to the Local League Office.
- The Replay Team notifies their opponent of the need to use, or potential need to use, the Replay Rule prior to the start of the 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.

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 is paid.

The Local 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.

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.

Suspended Players

Albany APA will honor any suspensions from all APA areas.

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 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 2nd round of Playoffs will be scheduled for the Saturday following the first round of Playoffs.

The next session will begin the week following the 2nd round of 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 of the 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.

Number of Teams in Division (at Week 6)	WQ Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One team qualifies for World Qualifier	1st Place vs. Wild Card Winner advances to World Qualifier In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.	Awards: Playoff Winner will receive the 1st PLACE SESSION trophies
<u>6-11</u> One team qualifies for World Qualifier	1st Place vs. Wild Card 2nd Place vs 3rd Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to World Qualifier	Awards: Playoff Winner will receive the 1st PLACE SESSION trophies

<u>12-16</u> Two teams qualify for World Qualifier	Division Point Leader advances directly to the World Qualifier 2nd Place vs. Wild Card 3rd Place vs. 4th Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to World Qualifier	Awards: Playoff Winner will receive the 1st PLACE SESSION trophies
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- Teams that qualify for the World Qualifier and World Pool Championships must remain active in the Albany APA to retain their qualified status.

Trophies & Awards

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

Playoff Winners will receive awards and qualification into the World Qualifier. Please text the word “bylaws” to the Local League Office for an entry into a drawing for successfully reading these bylaws.

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 Albany APA 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 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.

Ladies Division

The Ladies League will play an alternate schedule in which Ladies League teams play once a month. Each team can have a maximum of five (5) ladies on its roster. Three (3) players from each team will play individual matches during each team match. The combined handicaps of the three players playing in each team match cannot exceed 13. Two full team matches will be played on the designated day of the month. The session will run for 12 consecutive months. The team fee will be \$30 per team match (\$60 each month).

Bonus Point: 1 Bonus Point per team match will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 4 Points

Individual Forfeit Points: 2 Points during regular session play and 3 Points during Playoffs.

Full Team Forfeit Points: 6 Points

Number of Teams in Division (at Week 6)	WQ Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One team qualifies for World Qualifier	1st Place vs. Wild Card Winner advances to World Qualifier In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.	Awards: Playoff Winner will receive the 1 st PLACE SESSION trophies
<u>6-11</u> One team qualifies for World Qualifier	1st Place vs. Wild Card 2nd Place vs 3rd Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to World Qualifier	Awards: Playoff Winner will receive the 1 st PLACE SESSION trophies
<u>12-16</u> Two teams qualify for World Qualifier	Division Point Leader advances directly to the World Qualifier 2nd Place vs. Wild Card 3rd Place vs. 4 th Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to World Qualifier	Awards: Playoff Winner will receive the 1 st PLACE SESSION trophies

The Championship Team will earn Travel Assistance to compete in Las Vegas at the Ladies Championship in the Showdown Series, or, in the alternative, in MiniMania. Currently, for a slot to the Ladies Championship in the Showdown Series, Albany APA must have a minimum of 10 teams playing in its Ladies League. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list. If by chance we are not granted a Ladies Championship slot in the Showdown Series, Travel Assistance will still be available for the Championship Team to travel to Las Vegas to participate in MiniMania. The Travel Assistance Fund will be used to provide Travel Assistance to those teams advancing to the Ladies Championship in the Showdown Series, or in the alternative MiniMania. 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 in the League's Ladies Championship.

Masters Division

The Masters League will consist of teams with a maximum of four (4) players on their roster; three (3) team members will participate in each team match. There will be no skill level limit.

Each individual match will be a race to 7 and will include 8 games of 9-Ball and 5 games of 8-Ball. Players can earn 1 point for each game won. A team can earn a maximum of 21 points per night. Coaching is not allowed.

Bonus Points: 1 Bonus Point per team match will be available for teams that are current on all fees and have accurate scoresheets.

Bye Points: 10 Bye Points

Individual Forfeit Points: 5 Points

Playoff matches are scored the same as in weekly play except a forfeited individual match is worth 7 points. In the case of a tie at the end of a team match, the tie will be broken by the number of individual matches won.

Summer Session: 1 Playoff winner will advance

Fall Session: 1 Playoff winner will advance

Spring Session: 2 Teams will advance. 1st Place in points and Playoff winner

There will be a Championship tournament between 4 teams.

Number of Teams in Division (at Week 6)	WQ Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One team qualifies for World Qualifier	1st Place vs. Wild Card Winner advances to World Qualifier In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.	Awards: Playoff Winner will receive the 1 st PLACE SESSION trophies
<u>6-11</u> One team qualifies for World Qualifier	1st Place vs. Wild Card 2nd Place vs 3rd Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to World Qualifier	Awards: Playoff Winner will receive the 1 st PLACE SESSION trophies
<u>12-16</u> Two teams qualify for World Qualifier	Division Point Leader advances directly to the World Qualifier 2nd Place vs. Wild Card 3rd Place vs. 4 th Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to World Qualifier	Awards: Playoff Winner will receive the 1 st PLACE SESSION trophies

The winner of the League's Masters Championship will earn Travel Assistance to compete in Las Vegas at the Masters Championship in the Showdown Series, or, in the alternative, in MiniMania. Currently, for a slot to the Masters Championship in the Showdown Series, Albany APA must have a minimum of 10 teams playing in the Masters League. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list. If by chance we are not granted a Masters slot, Travel Assistance will still be available for the Masters team to travel to the Showdown Series to participate in MiniMania. The amount of Travel Assistance awarded to the winner of the League Masters Championship will be determined based on the number of Masters teams in the division. The Travel Assistance Fund will be used to provide Travel Assistance to those teams advancing to the Master's Championship in the Showdown Series, or in the alternative MiniMania. 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 in the League's Masters Championship.