



Western New York

LOCAL BYLAWS

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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 and to help clear up common issues that will allow you to focus on your game. 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. All previous local bylaw documents are now null and void.

You must be 18 years of age or older to compete in Western New York APA.

Office Hours

League Office hours are Monday through Friday, 10 AM to 10 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.

Phone: (716) 545-0505

Email: wny@apaleagues.com

Website

Our website address is wny.apaleagues.com This

website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other Western New York APA events
- b) Set up your Member Services account to:
 - View schedules, team rosters, standings and individual records for your division
 - 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 Western New York APA where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

Please sign up for your Member Services Account and follow us on Facebook today and join our growing online community.

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 always made first online and through our email mailing list – don't miss out on valuable information! The website and email are the Local League Office's most efficient communication tools, helping to ensure that you get the most out of your experience and keeping 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 pertinent to the League.

Team Fees

Team Fees are \$50 per week regardless of the number of matches played, including forfeits and playoffs. If you are paying by check, please make your check payable to APA. There will be a \$35 charge for any returned checks, plus loss of bonus points.

All team matches are to be paid in full the original night of play. Full team fees are required regardless of how many matches were actually played (i.e.- there was a forfeiture in the match).

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.

Bonus points will only be awarded 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 Bonus Points**
(1 point will be awarded for the entire weekly fee being included in the payment envelope and the team is current for all fees.)
(1 point will be awarded for accurate and complete scoresheets.)
- **9-Ball - 12 Bonus Points**
6 points will be awarded for the entire weekly fee being included in the payment envelope and the team is current for all fees.)
(6 points will be awarded for accurate and complete scoresheets.)

Remember these are bonus points that are awarded at the 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 the opportunity to compete in tournaments.

Preventing Forfeits

(Player May Play Twice on 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, the WNY 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 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 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 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 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.

Past Due Procedure

First Week Past Due: Scoresheet will be stamped Past Due – Team 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 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 that have not been paid by the Team Captain or other members designated by the team. 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 asked to replace their Team Captain with another, more responsible player.

Abusive Language

No abusive language directed at the League or the League Operator will be tolerated on the scoresheets. All concerns should be written up in a calm and professional manner. This will guarantee that your concern is looked at, documented and addressed. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Patches

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for your accomplishment, you must fill out the scoresheet in the messages section. Patches will be awarded each time the player meets the criteria for earning a patch as long as the scoresheet is completed and sent in to the League Office.

Patches available:

- 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.
- Skunked: 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. No tournaments are applied.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*

Please mark on your scoresheet in the appropriate section so your award does not go unrecognized. Patches are awarded the week after earned and will be in the team envelope.

Incentives

From time to time, we will run incentives and promotions for new teams, new Team Captains, or new Host Locations. These could be in the form of team credits or APA apparel. All incentives will be posted online as well as in the team envelopes.

Section 2: League Play

Bye Weeks

Some divisions will have an odd number of teams, so one team each week will not have a match. In this instance, the team shall be given the following points for the week (these points include 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

If a full team of five players fail to show for a match, the opposing team is awarded forfeit points.

A full team forfeit in 8-Ball will be worth 8 Points + 2 Bonus Points

An individual forfeited match in 8-Ball is worth 2 Points during regular session play and 3 Points during Playoffs.

A full team forfeit in 9-Ball will be worth 60 Points + 12 Bonus Points

An individual forfeited match in 9-Ball is worth 15 Points during regular session play and 20 Points during Playoffs.

Both teams are responsible for the full weekly fees for any week in which a match or portion is forfeited.

Inclement Weather

Inclement weather is generally, but not limited to, snow or ice conditions. The League Office will use school closings and state warnings to determine whether reschedules due to inclement weather will be granted. If you feel that weather conditions may interfere with your match, contact the League Office for additional instructions.

Rescheduling Matches

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you plan to reschedule a match, **you must notify the League Office**. Please use the following procedure:

- Contact the Team Captain of the team you plan to reschedule with 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 World 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 League Office.
- Teams must pay for all matches by scheduled match date or they will lose bonus points.

Teams in Default

Any team that does not show up for a match for two consecutive weeks will be deemed in default and will be dropped from the Division. Additionally, any team that has not paid their League fees for two consecutive weeks is in danger of being dropped from the Division. Teams will be notified and failure to contact the League Office and settle accounts will result in a team default.

Teams that default are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members, and 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 deemed necessary. 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 the week if they play and do not clear their past due.

MVP Program

The MVP Program will be based on a skill level tiered system. Division stats are available on Member Services and the breakdown of the tiers are as follows:

8-Ball	9-Ball
Skill Levels 2-3	Skill Levels 1-3
Skill Levels 4	Skill Levels 4-5
Skill Levels 5	Skill Levels 6-9
Skill levels 6-7	

Using regular session data (Playoffs not included), MVP qualified players are determined using their Points Available Percentage (PA). Calculations on how this is figured can be found on the website wny.apaleagues.com

An MVP will be named for the entire League per tier per session and they will receive a plaque for their accomplishments.

Each player will need 6 matches played per team to be a participant in the MVP Program.

Section 3: Sportsmanship and Conduct

Sportsmanship

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is big part of playing in the APA. This is a weekly night out for many people and a break from the regular work grind. This is not a money league, and any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time. Please don't spoil it for others!

There is a fine line between cheering for your player and against your opponent. As a rule, cheer for your player's accomplishments and not the opponent's misfortunes. Individuals who are consistently deemed to not be displaying sportsmanship values may be subject to match forfeits, probation, suspension or termination of League and/or APA membership. For example, jumping out of your chair during a match that you are watching to say a hit was bad or the 8-ball was not marked, will be deemed poor sportsmanship, and the player is subject to a suspension. It is fine to cheer for an 8-on-the-Break, but it is considered poor sportsmanship to cheer for the cue ball to scratch as it heads towards a pocket. When you are not playing, please sit, watch and enjoy the match. Let the two players get on with their own match. They will ask for your input if necessary.

Alternate Format Eligibility

Members participating on an alternate format team must also be listed and active on a standard format Team (8-Ball or 9-Ball) in this League Area. Exceptions will be allowed only with prior approval from the League Office.

Alternate Formats include Jack and Jill, Ladies, Masters and 8-Ball and 9-Ball Doubles Teams.

IF FIGHTING OCCURS AT HOST LOCATION AT THE END OF POOL- REPRIMAND WILL BE ISSUED. PLAYERS ARE REPRESENTING WNY APA WHILE IN A HOST LOCATION. SUSPENSION AND/OR REFUSAL TO DO BUSINESS MAY BE ISSUED TO THOSE INVOLVED EVEN THOUGH LEAGUE IS TECHNICALLY OVER.

Refusal to Do Business

At any time, at the sole discretion of the League Operator, WNY APA can refuse to do business with any individual. These individuals will not be suspended from the APA but will not be welcome in our League. This will typically be used for people who are disruptive to the League, constantly complain about handicaps or otherwise, and deride the League in public.

The vast majority of players have a great time in the League and display true sportsmanship values. We have met some great people that personify the APA spirit, and we want to promote that. 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.

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without him/her that evening. The League has no right to insist a Host Location allow a person in to their establishment for a League match

Suspended Players

Western New York APA will honor any suspensions from a neighboring APA area.

Section 4: League Playoffs and Tournaments

Session Playoffs

Player Eligibility: Players must have played at least 6 times with the team during the Fall and Spring sessions, and 4 times during the Summer session to be eligible to play in the Playoffs and World Qualifier.

Summer Session Only (One Week of Playoffs)

Number of Teams In the Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For The WQ	1st Place vs Wild Card Winner Advances To WQ 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> Two Teams Qualify For The WQ	1st Place vs Wild Card 2nd Place vs 3rd Place Winner of each Playoff match advances to the WQ	Awards: Playoff Winner will receive the 1st Place Session trophies
<u>12-16</u> Four Teams Qualify For The WQ	Division Point Leader advances directly to the WQ 2nd Place vs Wild Card 3rd Place vs 5th Place 4th Place vs 6th Place Winner of each Playoff match advances to the WQ	Awards: The highest seeded winner of the three (3) Playoff Finals matches will receive the 1st Place Session trophies

Fall & Spring Sessions (Two Weeks of Playoffs)

Number of Teams In the Division (at the end of the session)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
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<u>4-5</u> One Team Qualifies For The WQ	1st Place vs Wildcard Winner Advances To WQ 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 The WQ	1st Place vs Wildcard 2nd Place vs 3rd Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Awards: Playoff Winner will receive the 1st Place Session trophies
<u>12-16</u> Two Teams Qualify For The WQ	Division Point Leader advances directly to the WQ 2nd Place vs Wildcard 3rd Place vs 4th Place Winner of each round 1 match will play in the Playoff Finals to determine who advances to the WQ	Awards: Playoff Winner will receive the 1st Place Session trophies

Trophies

End of session awards will be given out per the graph above. Each member of the 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 accomplishments!

World Qualifiers - Formally known as Local Team Championship (LTC)

The World Qualifier (formally known as the LTC) is an annual tournament that takes place at the end of the League year in which the winning team(s) win travel assistance to Las Vegas and the opportunity to represent Western New York APA in the APA World Pool Championships.

- Teams that qualify for the **World Qualifier** must remain active in Western New York APA to retain their qualified status.
- Teams that re-qualify for a **World Qualifier** slot will be the first teams eligible for a random draw into any BYE slots that occur on the **World Qualifier** boards.
- All qualified teams must finish in the top half of their division in all subsequent sessions prior to the **World Qualifier** or risk the loss of their qualified status.

Travel Assistance:

Travel Assistance will be awarded to teams to assist travel expenses to attend the APA World Pool Championship Event in Las Vegas.

The Travel Assistance Fund will be used for those teams advancing to the APA World Pool Championships. Monies will be distributed to each team and will be distributed to all team members attending the event. This is not “prize” money. Therefore, if a team member does not attend, the money will be distributed evenly between the team members attending the event. 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.

Team Eligibility

All teams must be active with at least 4 original members in the session that the event is held to be eligible to participate in **World Qualifier**.

Captain/ Co-Captain Tournament

A Captain/Co-Captain Tournament will be held for each League year. The tournament is to show appreciation for all the time and effort each Team Captain contributes.

All players must be on a roster in the current session to participate in this event.

Tournament Misc.

Online registration (if available) is required to participate. No onsite registration will be taken. If you register online, you are committing to the entry fee of the tournament. If you are unable to participate the day of the tournament, you will be held responsible for the entry fee.

You must be current with all fees to participate in any tournament event. Dollar signs (\$\$) will be placed next to your name on your scoresheet and you will not be allowed to play a match until the past due money is current. If a team plays a player owing money all points earned by the player will be forfeited.

ALL BYLAWS ARE SUBJECT TO CHANGE ACCORDING TO THE DISCRETION OF THE NATIONAL APA OFFICE AND LEAGUE OPERATORS.

Feedback

We welcome feedback on these bylaws, this is your league and should be fun for everyone involved, so please submit your feedback to eriecounty.apaleagues.com and we may incorporate them into the next revision.

Good Luck and Good Shooting!