

Blue Mountain APA Bylaws



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Office Hours Monday – Thursday 4p-10p

Friday as needed

Sunday 3p-8p

Weekly League Fees: Team fees are \$40 for standard teams. Starting in the **2026 Fall Session** team fees will increase to \$50 for standard teams.

Scorekeeping App: You must submit the information and pay no later than the next day or you will lose bonus points.

Bonus Points: Three (3) bonus points for 8-Ball and Fifteen (15) bonus points in 9-Ball are awarded each week to teams that submit their information on time & have the correct fees & information. Additional points for winning all the lags in a match including forfeiting the 5th match, 8-Ball 1 point, 9-Ball 5 points. Teams that display unsportsmanlike conduct, as described in the Official Team Manual, may be subject to loss of bonus points.

All Discrepancies: Must be addressed within two weeks of the match.

The League Office reserves the right to waive bonus point deductions: If you contact the League Office and have been dependable in the past, **on a case-by-case basis**, if warranted bonus points may be restored. The league office understands that occasionally unforeseen circumstances occur, and we will try to work with you.

Past Due Teams: Teams that owe \$80 or more, the Team Captain will be ineligible to participate (play, time outs, strategy) on any team or in any tournaments until the account is current.

Inclement Weather: During bad weather (snow, sleet, etc.) either team can choose to reschedule a match, Team Captains communicate with each other. If you cannot reach the Team captain then you should call the location of the match before the start time to make sure notice has been received that the match has to be rescheduled.

Make-Up/Cancellation Procedure:

Plans must be made, turned in and approved by the League Office within two weeks of the original scheduled match date or each team will receive 7 points in 8-Ball or 40 points in 9-Ball. The procedure is as follows:

- Contact the Team Captain of the team you plan to reschedule with no later than 24 hours in advance of the match and notify them of your intent to reschedule. Last minute rescheduled matches due to hardship will be dealt with on a case by case basis by the League Office
- Matches must be rescheduled if the team is pre-qualified for Blue Mountain APA Higher Level Tournaments or if 2 or more players are qualified for singles regionals, Poolplayer Championships or Pre-Registered events in Vegas.
- Players will play at their current skill level for rescheduled matches.
- The League Office may require matches to be rescheduled.
- No Make-Up are permitted in the last 2 weeks of regular session play, unless approved by the League Office.

Patches: Patches from previous session will be available at the following Tri-Annual.

Byes and Full Team Forfeits: In 8-Ball 11 points are awarded for byes and 12 points for forfeits. In 9-Ball 65 points for byes and 75 points for forfeits. Bonus points are already factored in.

Current Skill Level: You will play at the skill level on the scoresheet/app closest to match time.

Adding a New Team to a Division: The League Operator may add a new team any time during the session. The new team will be issued last place points minus 1 for 8 Ball, 5 for 9-Ball. If a team splits before week 5 both teams will receive points equal to what they have earned to date.

Practice Times: Away Team – ½ hour before match. Home Team – ½ hour before away team practice.

Videotaping: Videotaping any player without permission is not allowed and is subject to sportsmanship penalties. Videotaping may not be used for judging hits.

Headphones: May not be worn during weekly League play.

Equipment: Host location equipment such as cue balls, racks, object balls, etc. cannot be swapped out unless the opponent agrees to it. This must be done prior to the away team practicing. Template racks may be used for individual matches, provided that both players agree.

Banned Players: If a player has been banned from a Host Location, the team must play without him/her.

Players under 21 years of age: No player under 21 years of age may be added to a team without approval from the League Office. Host Location rules and LCB laws supersede APA rules and bylaws.

Adding Players to Team Rosters – Teams may add a player to their rosters after week 4 with League Operator approval, only if the minimum match requirements can be met for playoffs and the Tri-Annals. This does not apply to World Qualifier qualified teams in the spring session.

No Visible Guns or Weapons. Please adhere to the host location rules as well.

TOURNAMENTS AND PLAYOFFS

Please read the APA Official Team Manual about Tournament Information and Rules. Any and all rules from this section apply to playoffs and championships. You are responsible for knowing the tournament rule

Eligibility for Tournaments

- a. All players must play with their team 6 times to be eligible for Session Playoffs & Tri-Annual. The matches must occur during the session you qualified. Players will use the end of session skill level they qualified at or current whichever is higher for all higher-level tournaments. Players with less than 6 matches may not be used for 23-Rule purposes
- b. **All team dues must be paid up and in good standing to participate in playoffs**
- c. If the playoff location has 7-foot tables, the playoffs must be played on those 7-foot tables
- d. **Teams that make the playoffs may not be allowed to play if they have more than 5 forfeits in the session**

MVP Program

- 1 MVP will be awarded per tier.
- MVPs will be determined after the last week of the regular session ends and awarded as they stand at that time.

Note: MVP Ties will NOT be broken.

Tri-Annual – One Week of Playoffs for All Division Sizes

Number of Teams In the Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wildcard Winner Advances to Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>6-7</u> Two Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard Winner advances to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>8-11</u> Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard 3 rd Place vs 4 th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>12-16</u> Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place vs Wildcard 3 rd Place vs 6 th Place 4 th Place vs 5 th Place All winners advance to Tri-Annuals	Awards: Top Point Finisher will receive the 1 st Place Session trophies

World Qualifier (using Tri-Annuals)

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

*A maximum of 40 teams will participate in the 8-Ball World Qualifier:

***Summer** -13 Teams from the Tri-Annual

***Fall** - 13 Teams from the Tri-Annual

***Spring** -14 Teams from the Tri-Annual

*A maximum of 32 Teams will participate in the 9-Ball World Qualifier:

***Summer** - 10 Teams from the Tri-Annual

***Fall** - 11 Teams from the Tri-Annual

***Spring** - 11 Teams from the Tri-Annual

*subject to change based on team count

- Teams that qualify for a World Qualifier slot more than once during a League year will be the first teams eligible for a random draw into any bye slots, if available, that occur on the World Qualifier bracket.
- All players must have at least 6 matches played in the session they qualified, and all subsequent sessions, on the Qualified team in Blue Mountain APA to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.
- The Travel Assistance Fund will be used to provide travel assistance to those teams advancing to the APA World Pool Championships. If a team chooses not to go to this event, the slot and the Travel Assistance will be given to the team they last eliminated on their World Qualifier board.

Preventing Forfeits – Replay Rule (Formerly Known as Recycling) **(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, Blue Mountain 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 team 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.
- The Replay rule may be used up to 3 times 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 2 weeks of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**