



APA OF PHILADELPHIA 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

OFFICE HOURS

4:00 PM – 10:00 PM

WEEKLY TEAM DUES

\$45.00 per team. Dues must be paid in full, regardless of forfeit or how many matches played, including all Playoff matches. No partial payments accepted.

Weekly dues can be paid at apahilly.com under the credit card tab. DO NOT SEND CASH IN THE MAIL. If you send in cash and money is missing or the envelope is not received, your team is liable for the money. Scoresheets can be texted or emailed using a document scanner app from your phone to 215-470-2818 or philly@apaleagues.com.

CHECKS

Make checks or money order payable to “APA of Philadelphia” or “APA of Philly”. Checks must be from a member of that team.

ANNUAL APA MEMBERSHIP

All new to APA players must first sign up in the APA app. All membership dues must be paid in the players APA app. If you play in another League area, it is the player’s responsibility to notify the League. If you paid in another League area you do not have to pay again; however, you must notify the League that you paid in another League area.

RETURNED CHECKS

A return check fee of \$35.00 will be assessed for each check returned for any reason. The League reserves the right to refuse to accept a check from anyone that has had a check returned to the League for any reason (non-sufficient funds, closed accounts, etc.)

A returned Check written to pay for the team’s weekly dues will be charged back to the team as a PAST DUE, including the \$35.00 returned check fee.

A returned Check written to cover memberships will cause those players whose memberships were paid by that check to be ineligible to play until the members resubmit the APA dues and a past due will be charged to the team.

BONUS POINTS

Bonus Points are earned not given out and will NOT be returned once lost.

Bonus Points; 8-BALL = 2, 9-BALL = 20, Masters = 3

Teams will receive bonus points if the following conditions are met:

- Scoresheets are legible and filled out completely and submitted.
- All past due amounts owed to the League are paid in full. Failure to pay any past due will result in the loss of bonus points each week the past due is not paid.
- Envelopes must be mailed immediately following the scheduled match, by each team. Envelopes not post marked by the second day from the night of play, are considered late and will result in loss of bonus points.
- \$45.00 Weekly Dues must be paid within 2 days of night of play to earn bonus.

BYE POINTS

8-BALL = 8 points for a scheduled bye

9-BALL = 65 points for a scheduled bye

Bonus Points will be awarded to all teams without a past due.

BYES IN THE SCHEDULE

Due to schedule changes when teams add or drop in the first 4 weeks of each session, no “bye” points are awarded until after week 5 of any session, at which time all bye points for weeks 1–5 will be added to the teams that were scheduled to receive the byes. As stated in the APA Official Team Manual, the League Office may add a team to the schedule during weeks 1-4. This will require scheduling make up matches previously listed as byes.

FORFEITS POINTS PER MATCH

8-Ball = 2, 9-Ball = 15, Masters = 7

No Forfeits may be called until 15 minutes from the scheduled match time. Fifteen minutes to 30 minutes will result in one match forfeit. After 30 minutes, a full forfeit may be called if no one from the opposing team is present or has called. If there is a player present from the opposing team, the match MUST BEGIN immediately, there is no waiting for other teammates or grace periods. If the paperwork has not yet arrived, keep score on scratch paper until the weekly envelopes arrive or use the Score Keeper app. Refusing to start the match is considered a full forfeit of all 5 matches. To receive forfeit points, the team taking the forfeit must have their 5 players present at that time and their names and numbers must be listed on the scoresheet. 23 / 19- Rules apply. No full forfeits will be awarded in the last two (2) weeks of any session. Bye Points will be awarded. Any team that forfeits in the last 2 weeks of play may be removed from the Playoffs.

PREVENTING A FORFEIT – REPLAY/RECYCLE PLAYER

During the first 4 weeks of each session, 1 Replay/Recycle Player must be allowed to be used if a team does not have enough players to complete the match. This is not for teams that cannot make numbers with players that are present for the match. 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. After week 4, only 1 Replay/Recycled player can be used and it is the opposing team’s choice to allow it or not. Both teams must sign both scoresheets stating that recycle is allowed, a team cannot agree then later in match deny recycle. For both instances, Replaying/Recycling a player must be discussed before the first match of the night and the players available to be recycled must also be presented to the opposing team. The opposing team picks the Replay/Recycle Player but this player cannot violate the 23-Rule. If the shorthanded team only has 3 players than only 1 Replay/Recycle Player will be used and that team will forfeit the 5th match. If the opposing team does not agree than regular forfeits will apply. 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.

Section 2: Local League Play

RESCHEDULING OF MATCHES

Rescheduling of matches is sometimes necessary. The opposing team and League Office must be notified by 5 PM on the night of play for the match may be rescheduled. The opposing team can refuse the make-up but the League Operator can override this on a case by case basis. BOTH Team Captains must call the League Office leaving a message that they are rescheduling their match, stating when and

where they will play the make-up match. During Vegas week in Aug, all teams sent to Vegas must reschedule their matches. Preferred to schedule before Vegas but if after Vegas must be ASAP.

NO RESCHEDULING OR PLAYING MAKE-UP MATCHES IN THE LAST TWO (2) WEEKS OF ANY SESSION.

MAKE-UP MATCHES

Make-up matches MUST be scheduled within 4 weeks of the scheduled night of play. All make-up matches must be played before the last 2 weeks of a Session. Any make-up matches not played will be considered a forfeit by both teams and the teams will be responsible for the weekly dues. Neither team will receive any points, not even bonus points. Teams must use the MOST CURRENT handicaps and roster for all make-up matches. If the two teams cannot agree on a date and time, the League Office will set the date and time of the rematch. If there are other circumstances that prevented the makeup match from being played, the League Office must be notified prior to deadline to review and render a decision based upon all information received. There may be times when a make-up match is needed between two teams in separate divisions. The League office will issue scoresheets and apply all points and credits to their respective divisions.

INCLEMENT WEATHER

In the event of inclement weather (Floods, Blizzards, Severe Storms and other situations where an emergency is declared), the team Captains must communicate with each other to make the choice of playing or rescheduling. If an agreement cannot be made, then a makeup is required. Let common sense prevail, reschedule matches if necessary to avoid placing your teammates in danger on the roads in inclement weather.

Communication to the opposing team to re-schedule must be made within 2 hours of the start time. If a reschedule is decided, then arrange the date ASAP.

NEW PLAYERS TO THE APA OR PLAYERS STARTING PLAY IN ANOTHER FORMAT

(8-Ball going to 9-Ball/9-Ball going to 8-Ball)

are required to play a minimum of 8 matches during each session to qualify for playoff/Tri-Annual/WQs. All Players MUST have 10 actual matches played in the format they are advancing in by the end of Spring Session to be eligible to play in World Qualifier, any regional Tournament and World Pool Championships.

All APA players (Veteran= 10 or more actual matches played) must play at least 4 matches with each team in that session to play in the Playoffs.

TEAMS THAT DROP OUT OF THE LEAGUE AFTER THE SESSION STARTS

ONCE THE SCHEDULE IS MADE UP, THE SESSION IS CONSIDERED TO HAVE BEGUN. Any team that drops out of the League after the League has issued a schedule or called to notify the team of the start of the session will be responsible for the remainder of dues for the entire session. Each player will be assessed an equal share of the amount the team owes and this amount must be paid before that player plays for any other APA Team.

Any make-up matches not completed with a team that drops out will be scored as bye points. All matches with a team that drops out anytime during a session that was scored as a full night forfeit (5 player forfeit only) will be changed to bye points.

TEAMS JOINING LATE

Teams that join after week one will be awarded points just under the current lowest place team points with all scored matches to date. (Example: the actual last place team is behind a match due to a make-up so then the next team up from them will be used for the point total) For 9-Ball they will receive 15 less points than the lowest current scored team and for 8-Ball they will receive 3 less points. This rule is subject to the League Operator's discretion and make-up matches may be required.

PRACTICE BEFORE MATCHES

Home team has use of the table, which will be used for the match, from 1 hour prior to match to ½ hour prior to match time. Home team should leave the table at that time and offer the use of the table to the visiting team. Visiting team has use of the table, which will be used for the match, from ½ hour prior to the scheduled start of the match until match time.

MATCHES START AT SCHEDULED TIME. If your team shows up at 7:15 for a 7:30 match, your team has 15 minutes of practice.

PLAYING ON MULTIPLE TABLES

For locations that have multiple tables and serve alcohol, you can go to a second table only if the location allows and if you are not in the 5th match by 2 1/2 hours after start time. For locations not serving alcohol (i.e. - pool halls), both Team Captains must agree to play on 2 tables from the start of the night. If 2 tables are not used from the beginning and you are not in the 5th match by 2 1/2 hours after start time you must go to a 2nd table.

PLAYER HANDICAPS

All matches will be played using current online skill levels. Current skill levels must be announced prior to the start of the night, which will be considered the lag for the first match of the night. Once the lag has been executed, skill levels cannot be adjusted. Prior to the lag, if a current skill level change puts the team over the 23-Rule, then the affected team may change their player.

IF TABLE IS NOT AVAILABLE FOR PLAY

EXAMPLES: HOST LOCATION CLOSED EARLY, POOL TABLE IS BROKEN, HEATING/COOLING SYSTEM BROKEN, ROOF LEAKS.

The Home team must contact the Visiting team at least 2 hours prior to the start of the match, if at all possible. The first choice is to play at the Visiting Teams location and if that is not available then the Home team must choose an alternate location.

CHANGING LOCATIONS AFTER THE START OF THE SESSION

Changing locations during a session is not allowed without League Office approval. Team wanting to move must have a valid reason and it will be at the LO's discretion. Any team who wishes to change their home location must do so prior to the start of the next session.

CHANGES TO THE ROSTER

Any changes to the roster must be communicated to the opposing team prior to the match beginning. The player's added to the roster must be written on both scoresheets or added in the Score Keeper app. All Roster Changes, not able to be completed in the Score Keeper app, must use the Roster Change form at apaphilly.com. It is the burden of the team adding a player to let the other team know that a change to the roster is taking place. If a player is added after the start of the match and both captains sign the scoresheets the match will be scored unless another violation has occurred. Changes are allowed during each session any week except for the last 4 weeks of the session. The League Operator can deny these

changes for any reason. This rule is not to be used as a revolving door for a team. After week 4 only 1 player can be added per week unless approved by the League Operator. The dropped player cannot be added back onto the same team for a minimum of 4 weeks. Exception- teams qualified for the World Qualifier cannot make changes after the 4th week of the Spring Session.

Section 3: Sportsmanship and Conduct

CAPTAINS

Team Captains MUST have a working home or mobile phone # and email address. Including what it outlined in the OTM, they are responsible for the following:

- Representing the team in all matters dealing with the League Office.
- Informing their teammates of any schedule changes.
- Posting the session's schedule in the team's Host Location.
- The conduct of the team members, including guests with the team during any APA match.
- Be sure all members can use the Score Keeper app and also have a paper scoresheet in case of issues with the app.
- Ensure proper submission of scoresheets

BALL LEAVES THE PLAYING SURFACE AND RETURNS TO THE PLAYING SURFACE

Without hitting a player, the ball is still considered in play. The ball may hit the pool table light, ride the rail, or bounce out of a pocket, hit a cue stick, or coaster and it is still in play.

BREAKING DOWN A STICK

Breaking down a stick during the opponent's turn at the table is considered a sportsmanship violation and not a loss of game. This does not apply to a player changing shafts, breaking down the cue for a short stick or putting away a break cue. The shooter must continue the match. The shooter may file a sportsmanship complaint against the opponent with the League Office.

CHALK as an Aiming Tool

Chalk may be placed on the table to provide a guide or an aiming target for a player to shot at. The chalk must be on the hard surface of the table and not touching the covered part of the rail. Any physical marking of the table is prohibited.

HEADPHONES

The use of head phones of any kind is not permitted at any match, tournament or higher-level competition.

Section 4: Local League Playoffs and Tournaments

PLAYOFF MEETINGS (online or in person)

If the meeting is scheduled online then it is the team's responsibility to view it and show up at scheduled match. Any team with a past due not taken care of 24 hours before the scheduled online meeting will be excluded from Playoffs and Tri-Annual. For in person meetings, a player from the current roster must represent your team at the Playoff meeting; failure to have current team member at the Playoff meeting when the Division Roll call is taken, will result in your team being ineligible to play in the Playoffs. NO EXCEPTIONS. There will be 1 week of Playoffs and all winners advance to the Tri-Annual.

No team may advance into their Division Playoffs if they have a monetary obligation to the League. Any player with a monetary obligation to the League will be marked ineligible in Playoffs/Tri-Annual/Tournaments unless the amount due is paid in full. League Office must be contacted prior to the player playing.

TRI-ANNUALS (Tri-Cup)

Tri-Annual will be held 2 to 4 weeks after the completion of each session. All Tri-Annual teams must stay active in the following session or they will lose their qualification. Rosters for qualified teams will be locked after week 4 of Spring Session. Only qualified players at the time the team has qualified for Tri-Annual are eligible to play. Any byes in the Tri-Annual bracket will be awarded by random draw.

To be eligible for Tri-Annual or World Qualifier- teams must be Active in the following session with a minimum of 4 players from the end of session roster. For example, if you qualify in Spring, you must be active in the Summer session.

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p align="center"><u>4-5</u></p> <p align="center">One Team Qualifies For Tri-Annual</p>	<p align="center">1st Place vs Wildcard Winner Advances To Tri-Annual</p> <p align="center">In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1st Place Session trophies</p>
<p align="center"><u>6-7</u></p> <p align="center">Two Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2nd Place vs Wildcard Winner advances to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1st Place Session trophies</p>
<p align="center"><u>8-11</u></p> <p align="center">Three Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2nd Place vs Wildcard 3rd Place vs 4th Place Both winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1st Place Session trophies</p>
<p align="center"><u>12-14</u></p> <p align="center">Four Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2nd Place vs Wildcard 3rd Place vs 6th Place 4th Place vs 5th Place All winners advance to Tri-Annuals</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1st Place Session trophies</p>

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<p align="center"><u>15-16</u></p> <p align="center">Five Teams Qualify For Tri-Annual</p>	<p align="center">Division Point Leader advances directly to Tri-Annual</p> <p align="center">2nd Place vs Wildcard 3rd Place vs 8th Place 4th Place vs 7th Place 5th Place vs 6th Place</p> <p align="center">All winners advance to Tri-Annual</p>	<p align="center">Awards:</p> <p align="center">Top Point Finisher will receive the 1st Place Session trophies</p>

World Qualifier (if 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 APA of Philadelphia in the APA World Pool Championships.

*A maximum of 60 teams will participate in the 8-Ball World Qualifier

***Summer** -20 Teams from the Tri-Annual

***Fall** - 20 Teams from the Tri-Annual

***Spring** – 20 teams from the Tri-Annual

*A maximum of 36 teams will participate in the 9-Ball World Qualifier:

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

***Fall** - 12 Teams from the Tri-Annual

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

*subject to change based on team count

- Any team that loses in the finals of a Tri-Annual Tournament to a team already qualified, except for teams from a 4-team division, from a previous Tri-Annual may also be qualified (unless already qualified from a previous Tri-Annual).
- Teams that qualify for the Tri-Annual, World Qualifier and World Pool Championships must remain active in the APA of Philadelphia to retain their qualified status.
- 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.
- Any player that is on a team Qualified for the World Pool Championships that does not go to Vegas are not entitled to Travel Assistance or must return the Travel Assistance.

Wildcard draws from a standard deck of cards of the same suit. Ace is the highest a 2 is the lowest.

SPLITTING OF QUALIFIED TEAMS

The League understands that teams may wish to split up for various reasons. Any qualified team that wishes to, must get the approval of the League Operator. Splitting a qualified team, with 4 original players on each team and adding 4 players to each team is generally accepted. Prior to combining a non-qualified team and a qualified team to create two qualified teams will require LO approval. This can only be done before a session starts.

Good Sportsmanship is the key to a fun Match!