



River Valley APA
American Poolplayers Association
Local Bylaws
2026-2027 League Year

For APA Leagues in Lancaster, York, Adams & Franklin Counties

Mission Statement: River Valley APA is a franchise of the American Poolplayers Association, and shares a common mission: "To create very satisfied and loyal members, teams and Host Locations who recommend us to others."

League Owners/Operators: Rob Miller, Dan Simning, Jennifer Miller

League Office # 443-420-POOL

Office Hours are Monday-Friday 9AM-9PM

If we are unavailable please leave your name, number and a message and we will return your call as soon as possible. Please call during our office hours only unless you have an emergency.

After Hours Emergencies: Rob 410-688-9587

Dan 410-688-3768

E-Mail : yorkcounty@apaleagues.com

Website : rivervalleyapa.apaleagues.com

Facebook : facebook.com/rivervalleyapa

Mailing list : Text RVAPA to 22828

These bylaws have been read and approved by the American Poolplayers Association, Inc. The local bylaws are a secondary source of information created in accordance with and in addition to the Official Team Manual, which will be your primary source of information and established rules for APA League play. **The League Operator reserves the right to override rules and revisions, in the common interest of the League.**

• **Start Time**

- Regular start time is at 7:00 pm for regular weeknight play We also have Sun. 9 Ball play at 4pm, 5 pm and 6 pm in some areas. Play will begin even if only one member from a team is present.
- There will be a 15-minute grace period in effect for start of play. If, at that time no opposing team players are present, a forfeit will be called. Forfeited team matches should be confirmed with the League Operator by telephone immediately after the grace period has expired.

• **Continuous Play Standards; Protection Against Interruptions or Delays**

- Once play has begun, it will be continuous. There is no grace period between player matches.
- Cell phone use is not permitted at the game table or during your match.

Double Jeopardy Teams Exception- If a player is another match, you must wait for that player to finish, you may start another match and come back to that one if possible. Matches cannot be delayed because of a player that is participating in another match.

• **Age Requirement**

- The minimum age to participate in River Valley APA Leagues is 21, However we do have a few Host Locations that will allow younger players. Players under the age of 21 may not be allowed in **every** Host Location and we have no right to insist that the Host Location allow you in to play! This may also happen in Playoffs, Tri-Annuals and World Qualifier, so take that into consideration before adding younger players! **No underage players may be added to a roster without prior permission of the League Office!**

Replays

If a team is short a player on a designated League night, their opponent may allow them to use the "Replay" rule. The "Replay" rule allows the team that is short a player to play a player twice in the same match. The following criteria must be followed when using the "replay" rule:

- Teams must notify their opponent of the need to use/or potential need to use a "replay" prior to the start of the 4th individual match. If a team has a 5th player show up prior to the start of the 5th match, the player is still entitled to play, even if a "replay" was requested.
- The use of a "replay" is not a guaranteed option; the opponent must agree to allow the team to utilize the "replay" rule.
- Once a team agrees to allow their opponent to use a replay, they cannot change their mind. In order to ensure all fairness, the team using a replay should have the opponent sign their scoresheet in the designated location in message center section at the time the opponent agrees to allow the replay.

- The player that plays the 5th match when a “replay” is used is chosen by the team’s opponent. The player that is chosen to play the “replay” should be notified by the opponent at the start of the 4th match (thus, other players can leave if not chosen).
 - The player chosen to play the “replay” match must still allow the team to comply with the 23-Rule (or “4-19 Rule” if it applies to the team in question).
 - Full team fees are still due if the “replay” rule is used in a team match (fees for the “replay” match should be split between the team).
 - Teams are allowed to use one “replay” per League night.
 - The “replay” must be used during the last individual match (i.e. – 5th match). The “replay” may be used in the 4th individual match if the 5th individual match is forfeited or the 3rd individual match if the 4th & 5th individual matches are forfeited. Once a “replay” is used, the remaining matches must be forfeited, even if another player shows up.
 - “Replays” will NOT be allowed the last two weeks of the session, during playoffs, or during any higher level tournament play.
- Replay fees should be split between the team and not left on one player or the Team Captain.

• **Scoresheet Packets – Pick up/Drop Off Procedure**

- Scoresheet packets will be available at your scheduled pick-up Host Location the day of scheduled play.
- Teams are to return scoresheet packets back to scheduled Host Location after League play, but no later than 4 pm the next day.

• **Team Fees**

- **Team fees are \$35.00 per week, per team, regardless of forfeits or replays.**
- ❖ **Teams with more than 2 past dues per session will not be eligible for wildcard draws or any Higher Level Tournament.**
- ❖ Please make checks payable to River Valley APA, We will not be responsible for lost cash!

• **Annual Membership Fees**

- **Membership fees are due on the first night of play! Team penalties will apply for ANY unpaid player!**

If scoresheet is returned with an unpaid player on it, the match will be forfeited

- Players on a roster that have NOT played by the 4th week will be dropped from the team roster.

• **Payment**

- Player payments can be made by check.
- A single check, payable to York County APA will be accepted from Team Captains for the total of: weekly fees, new memberships, and any past due amounts.

There will be a \$40.00 charge for any returned checks.

- Fees are regardless of the number of games played and forfeits. If fees are paid in cash, it will be subject to count on arrival at the League Office. We are not responsible for lost or stolen money!

Teams and Players must be current with weekly dues in order to play in playoffs or Tri Annuals and the World Qualifier or any other APA Tournaments.

• **Past Due Procedure**

- Any team that falls behind in paying their team dues will receive a FINAL NOTICE on their next score sheet and points may be taken. Additionally, the Team Captain (& other players) may be marked ineligible to play.
- If payment is not received at this time, the team will be given notification that they will be dropped from the League for nonpayment.
- If the fees are not brought current by the third week, the team will be dropped from the League for nonpayment.
- **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 dues or monies that have not been paid by the Team Captain or other member designated by the team.
- **Teams having rosters with players who owe money to the League will not be able to participate in play-offs or other tournaments until such monies are paid.**
- Teams that are habitually late may be asked to replace their Team Captain with another, more responsible player.

Patches will not be issued to Teams with past due fees or teams who did not properly mark them on the scoresheet and they will **NOT** be reissued!

SUSPENDED PLAYERS- Suspended players who show up and involve themselves in APA League play will cause the team total loss of all points. This also includes scorekeeping, putting players up, etc.

Banned Players- If a player has been banned from a Host Location, the team must play without that player. The League has no right to insist a Host Location admit this player.

• Bonus Points and Special Point Award Situations

- In addition to match points won during regular play, teams will receive bonus points **ONLY** if the score sheet is filled out properly and your weekly fees are current.
- Forfeits: If a team fails to show up for a match, the opposing team (providing 5 players are present and listed on the score sheet) will receive the equivalent of bye points. 5 bonus points will also be awarded in 8-Ball, 10 bonus points in 9-Ball, if all monies are current. Teams that do not show up for 2 consecutive weeks will be considered dropped from the League and a new schedule will be issued. Dropped teams or any suspended player will forfeit all benefits, trophies, and awards.
- Byes are worth 8 points in 8-Ball, and 60 points in 9 -Ball. No weekly fees will be due and there will be no score sheets to turn in.
- Patches - Patches earned will be in your team packet within 2 weeks as long as they are clearly marked on the scoresheet the week of play they are earned and All Team fees are current. Please allow for extra time during session changes if you received your patches on the last week of play.
- Bonus Points will NOT be awarded if scoresheets are not filled out entirely (Defensive Shots are not marked and NDS if no defensive shots are played, Scoresheets are not signed, innings are not totaled, win/loss column is not filled out and points are not totaled, etc.)

• **Report Improper Scorekeeping-** The League Office asks that you make an official complaint against any team that you feel is not keeping score properly. This will help The League Office to identify teams which do not know how to keep score, or who attempt to gain advantage by simply not marking defensive shots or proper innings. Teams which violate scorekeeping policies are subject to having the skill levels of some or all of their members raised by the League Office.

○ Penalties will be assessed to Teams that try to negotiate more innings with their opponent or coach their players to miss shots, thus running up their innings (You can foil their efforts by marking all deliberate misses in the defensive shots block of the scoresheet) or make any suggestions that are contrary to proper scorekeeping procedures.

Falsifying a scoresheet by including player matches that were never played will result in a suspension for the responsible parties, and the loss of all points that evening for the teams involved.

• **Make-up Matches**

○ In special situations, the Team Captains may agree to schedule make-up matches **with the permission of the League Operator.**

○ Scheduling of make-up competition is the responsibility of the participating Team Captains, not the League Operator.

○ The Division Representative may be able to assist in coordinating arrangements.

○ A date and location should be determined and must be planned within one **(1) week** of the original scheduled play date, and played within **(3) weeks** of the original scheduled date. You must call the League Office with your rescheduled date.

○ A full team make-up must be approved by the League Operator. No make-up matches will be approved during the last two weeks of the session, and all make up matches must be played before the last two weeks of the session.

Make up matches not completed within 3 weeks of the original scheduled date will be considered a forfeit

○ *Make up matches for Teams/ Players who have traveled to an APA event will be rescheduled by The League Operator*

Inclement Weather Policy

State of Emergency or Snow Emergency plans in effect 1 hour prior to official League starting time or during League play, The APA Pool League will operate under the APA "Liberal Play Policy". This means play may continue, but no teams will be penalized if any of their players choose not to show or play, and no forfeit points will be awarded to either team.

Etiquette

○ Any member not representing the best interest of River Valley APA will be notified, and appropriate disciplinary action will be taken. The League is designed for players to have fun and meet people. Any constant complaining or skill level complaints by the same person over and over again will fall into this category! Rude or threatening comments about River Valley APA or any of its members on Facebook or any other Social Media can be cause for immediate suspension.

○ No sandbagging jokes or calling others sandbaggers. You WILL be asked to leave!

○ The spirit of camaraderie and competition should be enjoyed by all. A member who is not acting in a manner consistent with that objective will not be allowed to spoil League play for others, or reduce the entertainment value APA provides.

○ Please do not smoke or drink at the pool table. Respect each location's equipment so management can maintain their tables at a level acceptable for APA League play.

- Be friendly toward curious onlookers and explain how APA works. These people may want to join a team or organize a team of their own in the future. There are many potential new members who are not aware of the enjoyment that can come from playing in the League.
- Help new teams get off to a good start by assisting them with scorekeeping, and making sure they understand basic strategy, safeties, fouls, etc.
- Refrain from trying to disrupt the player at the table. Shooting team players should go to the table immediately when it is their turn, otherwise the opponent may interpret that shooter is being coached.
- Sitting team players should be away from the table during the opponent's turn.
- Disrupting an opponent can include standing in the player's view during a shot, walking up to the table while the opponent is shooting, or any other behavior which could distract the shooter or be considered "sharking".
- Everyone deserves the same respect.

SESSION PLAYOFFS

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

	Both winners advance to Tri-Annual	
<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-Annuals	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>15-16</u> Five Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2 nd Place advances directly to Tri-Annual 3 rd Place vs Wildcard 4 th Place vs 7 th Place 5 th Place vs 6 th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies

World Qualifier

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 River Valley APA in the APA World Pool Championships.

*A maximum of 36 teams will participate in the 8-Ball World Qualifier:

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

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

***Spring** - 12 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 River Valley PA APA here to retain their qualified status.
- All players must have at least 4 matches played in the session they qualified, and all subsequent sessions, on the Qualified team in River Valley PA 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.

ADDING PLAYERS TO THE ROSTER OF A QUALIFIED TEAM

Once a team has gained eligibility to the World Qualifier, the following session the team can only add League Operator approved players to their roster that have a minimum of twenty (20) actual match scores in the format the team is competing. Brand new players or players new to a format are not allowed to be added to the rosters of teams that are qualified for an upcoming World Qualifier.

Travel Assistance Policy

o **Each team advancing to World Pool Championship in Las Vegas will receive a travel assistance package. These funds are to assist with travel expenses, not prize money. If a qualified team, or any member of that team, should decide not to go to the World Pool Championship that team or member will forfeit the travel funds.**

HIGHER LEVEL TOURNAMENT SKILL LEVEL

All players must enter Higher Level Tournaments at their highest session ending skill level. Ex: If you play two (2) times a week and your team qualifies for the World Qualifier and you are a five (5) that night, but a six (6) on another night, then you must play as a six (6) in the World Qualifier Tournament. This rule is the same for 8-Ball and 9-Ball.

HANDICAPS

The lowest skill level in 8-Ball is a 2. Both males and females are allowed to play as a skill level 2 during regular League play. However, all males with a skill level of 2 must play as a skill level of 3 in all Higher Level Tournaments. The lowest skill level in 9-Ball is a 1. Both males and females are allowed to play as a skill level 1 during regular League play. However, all males with a skill level of 1 must play as a skill level of 3 in all Higher Level Tournaments and local playoffs.

COMPLAINTS

Sportsmanship complaints, handicap complaints, and official protests must be submitted in writing, the night of play or within twenty-four (24) hours of play. Complaints should be submitted on the appropriate form available on the website. No fee shall be required to issue a complaint or to file an official protest at this time.

Sportsmanship Section-

Breaking down your cue during a match is considered bad sportsmanship! You may change your cue, but you must let **BOTH** Team Captains be aware of what you are doing **BEFORE** you break the cue down! Make it clear what your intentions are, you are either conceding the match or you need to change your cue for other reasons.

Calling someone a sandbagger or being heard saying someone's skill level is not correct **IS** a violation, basically this is done as a sharking move or with the intention of calling the person a cheater! **This will NOT be tolerated and could result suspension!** If you feel someone's skill level is not correct, feel free to let us know, in writing!

Replacement fees for Official Team Manuals are \$1.50 each and bylaws may be retrieved by logging into members.poolplayers.com. One of each will be issued to each New Team Captain at no cost.

Read the Official Team Manual and understand the rules. Take the manual to all matches and refer to it as necessary during play to avoid conflict and resolve issues with mutual acceptance.

Remember! You are here to have fun and play pool! Win your matches on the pool table, NOT THE RULEBOOK!

Robert Miller/Dan Simning/Jennifer Miller
(01/21/2020)

Notes