

Southside APA Pool Leagues Local Bylaws



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Introduction

I 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.

1. Office Hours

Local League Office hours are Monday through Friday 10 a.m. to 6 p.m. If not available leave your name, phone number and the reason for your call and your call will be returned as soon as possible. If you need immediate assistance, contact your Division Representative whose number is located on the top of your scoresheet. Messaging on Facebook or texting is not a reliable or valid way to notify the Local League Office. Only direct contact via the scoresheet or phone will be recognized unless otherwise noted.

2. Fees

Weekly League fees are \$35 per team, regardless of how many matches are played or forfeited.

The annual membership dues are required to be paid the 1st night a player plays or by the 4th week whichever occurs first. Any team playing an unpaid player runs the risk of receiving zero points for that player's matches. Once a match is played the dues are owed even if the player decides to not continue playing. The dues will become the team's responsibility if not paid. No team will be permitted to participate in Playoffs or the Vegas Cup with an outstanding balance.

Team Captains are encouraged to pay all fees by check or money order to avoid accounting discrepancies and possible loss or theft during transmittal. **DO NOT SEND CASH IN THE MAIL! All fees paid in cash are subject to count upon receipt in the Local League Office. WE DO NOT ACCEPT COINS!**

2.1 Returned Check Policy

A \$20 service fee will be charged for all returned checks. Every attempt will be made to collect first from the individual who wrote the check. If these attempts are not successful, the team will be charged the amount of the check plus the service fee.

2.2 Hotel & Travel Assistance

Hotel & Travel Assistance will be provided to Championship teams as follows:

- a) Green fees & entry fees to the World Pool Championship & Showdown Series events will be paid.
- b) Teams will receive lodging to attend the World Pool Championships. Rooms will be reserved based on 2 teammates per room.
- c) Travel Assistance (traditionally airfare) will be given in Las Vegas in the form of \$425 cash per qualified player, this is based on National guidelines of the Poolplayer Championships.

Any Travel Assistance provided in the form of cash will be paid at the site of the World Pool Championships.

3. Closing Team Rosters

Each team must notify the Local League Office, by the end of the 4th week, in writing about any name omissions, spelling errors etc. Rosters published on the 4th week that have no comments will be considered correct and official.

Team survival is defined as having no more than 5 eligible (active) players on the roster. Those players who are unavailable but still listed must be dropped from the roster. Survival additions must be approved by the Local League Office prior to play and the opposing Team Captain must be notified prior to the start of the match.

4. MVP Tournament

At the end of each session MVP tournaments will be held. There will be six separate tournaments:

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

MVP standings will be based on percentage of points earned per match, with at least seven matches required for eligibility. In each division, the top finisher in each skill level tier will receive a plaque for winning their tier. Ties will be broken in the following order: total number of matches played, win percentage, performance points then lifetime win percentage. In addition, any player who finishes with a PPM greater than 50% will be invited to the MVP Tournament.

5. Patches

Every player is eligible to receive one patch of each category offered per session per team they play on. At this time we offer 8-on-the-Break, 8-Ball Break & Run, 9-on-the-Snap, 9-Ball Break & Run, Rackless (8-Ball only), 5-0 Patch, I Beat a 6/7 (8-Ball only), I Beat a 8/9 (9-Ball only), Skunk (9-Ball only) patches, *Mini-Slam 8 or 9-Ball (must have a On The Break/Snap and a Break & Run during the same session) as well as a Grand Slam patch (must have 8-Ball Break, 8-Ball Break & Run, 9 on the snap and 9-Ball Break & Run during the same session). Patches are awarded based on regular weekly play performance. *Mini Slam is only distributed if the Grand Slam is not achieved. After the initial awarded patch, additional patches may be purchased for \$1.

6. Age Requirements

Regular APA membership is available to anyone eighteen years of age or older. Any member under the age of twenty-one will be prohibited from participating at any location not allowing patrons under the age of twenty-one. Junior members, those under the age of 18, are eligible to participate in our Juniors Program.

7. Division Playoffs

Division Playoffs will be held at the end of each session. Playoff teams are determined as follows:

- a) In divisions with five or less teams, the first-place team will have a bye in the semi-final round of the Playoffs, and the second-place team will play against the wild card team, with the winner playing the first-place team in the finals (Divisionals). In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.
- b) In all other divisions, the first-place team will play the wild card team and the second-place team will play the third-place team in the semi-finals. The winners will meet in the finals (Divisionals).

7.1 Playoff Locations

All Playoff matches will be seeded. In the semi-finals, the highest-seeded team in each match will play at home. In the event that two teams seeded higher than their respective opponents are both from the same location and the location has only one table, the match involving the lower-seeded of the two teams will be played at a neutral location of that team's choice. The finals (Divisionals) will be held on a weekend scheduled by the Local League Office.

8. Trophies

The team that finishes the regular session in first place (high points), will receive High Point Patches and a plaque for their Host Location. The team that wins Divisionals will be named Division Champions and awarded a picture plaque for each team member as well as one for their Host Location.

9. Divisionals

Divisionals are held at the conclusion of each session. Divisionals are the Playoff finals and qualify teams for the Vegas Cup. Players on a team that advance to Divisionals are eligible to play if they are on the team at the end of the session, have played at least four times with the team that session, and have at least six matches in their player record for the corresponding format (8-Ball or 9-Ball).

10. Vegas Cup (World Qualifier)

The Vegas Cup is held after the Spring Session Divisionals. The Vegas Cup consists of single-elimination brackets with the winner of each bracket advancing to the APA World Pool Championships.

Teams qualify for the Vegas Cup by becoming a Division Champion. If a team qualifies for the Vegas Cup and that team is already qualified, the team will re-qualify and all members will gain originality (see the Official Team Manual for the meaning of **originality**).

Note: For divisions with five or more teams, the 2nd Place team from Divisionals, that is not yet qualified, will become qualified.

11. Weekly Scoresheets

The handling of weekly scoresheets will be as follows:

- a) A number of Host Locations will be designated as 'pick-up' locations.
- b) Each team will select one pick up location where they would like to pick their team binder up from each week.
- c) Every week, a binder or folder containing the scoresheet and all other paperwork/correspondence for that week will be dropped off at the team's selected pick-up location. Each team is responsible for picking up their paper work each week. *It is the Team Captain's responsibility to return their team binder (scoresheet and fees) to one of the pick-up locations by 8 PM within TWO days following completion of play on League night.*
- d) A League or Division Representative will pick up the returned scoresheets and fees from the pick-up locations on the day following League play.
- e) The Local League Office, at their discretion, may not issue the two bonus points in 8-Ball or 20 bonus points in 9-Ball, if a team's envelope is not returned on time or if the team is behind in its League fees. Once a team becomes past due, it may continue to not receive the two penalty points per week in 8-Ball and 20 points in 9-Ball until the past due amount is paid. Charges for returned checks may show up as a past due amount on the scoresheet.
- f) In the event a match binder does not arrive by the scheduled match time, each team has a supply of blank scoresheets and **MUST** call the Local League Office or check the web site for current skilllevels.
- g) From time to time, the match binder will contain other information intended for all League members. It is the responsibility of the Team Captain to see that every member of the team receives this information!
- h) Get into the habit of reviewing team standings each week. If you did not get credit for the correct number of wins, let the Local League Office know right away. Do not wait until week 8 to notify us about a discrepancy in week 3.

12. Chronically Late Teams

Teams that frequently show up late to League play may be assessed penalty points by Local League Management as deemed appropriate. Make sure your teammates are aware of the official start time for your division.

13. Bonus Weeks

There are two guaranteed bonus weeks every session, week 5 and the last week of the session. Every team that is current in its League fees and membership dues on week 5 will receive 8 bonus points in the 8-Ball divisions and 50 points in the 9-Ball divisions. Every team that is current in its League fees after the final week of the session will receive 15 bonus points in the 8-Ball divisions and 100 points in the 9-Ball divisions. **It is the Team Captain's responsibility** to make sure the team is current at these checkpoints. *Catching up in week 6 will not qualify a team to receive any bonus points!* Other bonus point(s) opportunities will be clearly noted in the message center of the scoresheets.

14. Forfeits and Concessions

When a team has no player available to begin a match, the match is considered a *forfeit*. A *conceded* match is a match that is started (first rack broken) but which terminates before either player has earned enough games (8-Ball) or points (9-Ball) to win.

- a) Forfeits in 8-Ball will be scored:
 - 2 points during the regular session
 - 3 points in Playoffs and Tournaments
 - 8 points for complete no-show
- b) Forfeits in 9-Ball will be scored:
 - 15 points during regular session
 - 20 points during Playoffs and Tournaments
 - 60 points for a complete no-show
- c) Conceded matches during weekly League play will be scored based on the games (8-Ball) or points (9-Ball) the conceding player actually earned. Conceded matches during Playoffs and Higher Level Tournaments will be treated the same as an individual forfeit as explained above.
- d) A forfeited or conceded individual match will not count as a match played for either player and will not affect MVP calculations.

- e) Deliberate forfeits/concessions (for the purpose of affecting standings or MVP races) will be treated as sportsmanship violations, the penalties for which may include loss of points earned and suspension of the players involved.
- f) If a team drops out by the 4th week, all points will be adjusted to 8 in 8-Ball and 60 in 9-Ball for the teams that played against them. If a team drops out mid-session (5th week and beyond), all points will remain as stands for all matches played.
- g) Teams that forfeit 4 or more matches in the last 3 weeks or 6 total for the session are not eligible for the wild card draw.

14.1 No-Shows

The scheduled opponent of a team that fails to appear must notify the Local League Office immediately. Failure to contact the Local League Office may result in loss of some or all of the points awarded for the no-show forfeit. The Local League Office has sole authority to declare a match forfeited due to a “no-show”.

Any team failing to appear to play a scheduled match will be considered dropped, unless immediate notification of their intent to continue in the League is made to the Local League Office. Refer to **Concerning Teams That Drop Out** in the General Rules section of the Official Team Manual for the consequences of dropping out after the fourth week of play.

15. Make-Up Matches

Teams **MUST** call the Local League Office **at least** 24 hours in advance to obtain approval for make-up matches. Make-ups requested less than 24 hours in advance will only be approved in extreme cases, such as a medical emergency. Approval to pre-play matches before the scheduled date will always be granted. There will be no single match make-ups. All make-up matches must be completed within two weeks of the originally scheduled match date, and prior to the last two weeks of the session. No make-up matches will be approved the last two weeks of any session. The Local League Office has sole authority to make exceptions in rare cases. The Local League Office, at its discretion, has the authority to mandate a make-up match be scheduled and played. Refusal to arrange and play a make-up match mandated by the Local League Office will result in forfeiture of points by the team refusing to play and full weekly League fees will be assessed.

Make-up matches will **not** be approved for matches not completed by the normal closing time of the Host Location. Any match not completed prior to closing time will be scored as a double-forfeit. The Local League Office may grant exceptions in cases where League play is delayed by circumstances beyond the control of the teams/players, such as a power outage or a medical emergency.

16. Teams That Are Past Due at Session End

If a team is past due at the end of the session, part of the past due amount will be charged to each player on the team. The Team Captain will not be allowed to play in the League until the entire past due amount is paid. Other members of the team will not be allowed to participate until they pay the amount individually charged to them. The team will be removed from Playoffs unless arrangements have been made with the Local League Office.

17. Players Who Owe Past Dues

If a player owes past dues to the Local League Office, that player’s name on the scoresheet will be followed by a series of dollar signs (\$). The player may not play until they have cleared the past dues. The player should contact the Local League Office to find out how much is owed and to arrange payment.

Important: Any team that allows a player to play who has not paid (or arranged to pay) past due amounts to the League will receive zero points for that week! The opposing team will receive points earned in the other matches plus all points for the match involving the ineligible player. It is not sufficient to take the player’s word that payment has been made/arranged. You must confirm it with the Local League Office prior to allowing that player to play. The opposing team need not concern themselves with this matter, as it will be handled by the Local League Office when scoresheets are processed.

18. Dropping or Suspension

Any team or player dropping out or suspended from the League forfeits all benefits, trophies or other awards from the League.

19. Division Representatives

Every division shall have a representative appointed to serve on the local Board of Governors for the League. The Division Representative shall serve for a period of one year, beginning with Summer Session. Your Division Representative should be the first person contacted on League night if a question about rules and/or Local Bylaws arise and cannot be resolved by the Team Captains of the teams involved.

20. Table Size

Each Host Location may designate the table to be used for League matches. If the Host Location does not designate a specific table, the Team Captains should agree on which table to use. If the Team Captains cannot reach an agreement through negotiation and compromise, the home team will select the table. Any size table may be used, except in Higher Level Tournaments. Teams may not choose different size tables from week to week for strategic purposes – the same size table must be used all session, if available.

21. Table Assignments

If there are two or more League matches in a given Host Location on the same night, it is the Host Locations choice as to which teams shoot where. When the Host Location does not assign tables, the home teams must decide between themselves (through negotiation and compromise) which match is played on which table(s). It is not acceptable for one team to “claim” a specific table just because they played on that table in a previous week.

22. Splitting Matches

If a League match is split onto a second table, play must be continuous on both tables as long as each team has a player available to play the next match. However, a forfeit will not occur until all matches in progress have been completed. Sportsmanship penalties may be assessed if a team sends an available player away in an attempt to circumvent this rule.

A player may pause their match on a split table to coach during a time-out on the other table.

23. Barred Players

Any player barred from a Host Location will be allowed to play at that location only with the permission of the owner or manager. Local League Management has no authority to require admittance for any player.

24. Rule Violations

Refer to **Fouls** in the Game Rules section of the Official Team Manual for the list of all ball-in-hand fouls. Any other violations of the rules are considered sportsmanship violations and Local League Management will need to be notified. Warnings and penalties will be assessed as necessary.

25. Time-Outs / Slow Play

Time-Out devices (1-minute sand timers or any kind of visual timer) should be used. All teams are strongly encouraged to make use of the timers, as they have shown to have a significant impact on late nights. If the opposing team does not have one, offer them yours. Additional timers are available at our cost (\$1 each). The designated coach should have the timer with them when they approach the table and should place it either on the playing surface or a rail before coaching begins.

Do not force the opposing team to use them, it is not a foul!

Coaches may place the cue ball for a player in a ball-in-hand situation during a time-out. The coach should leave the playing area before the shooter attempts a shot. Refer to **Coaching** in the General Rules section of the Official Team Manual.

Be familiar with the **Time Guidelines** of the Official Team Manual. Makeable shots should be executed in 20-30 seconds with 45-60 seconds being reasonable for difficult and/or potential game ending situations. Those that consistently exceed these guidelines should be reminded of the time limits and a notation made on your scoresheet. If you or your team are the subject of several slow play complaints, expect a warning and then points **may** be deducted for further violations at the Local League Offices discretion.

26. Double Play

A team may play **one** of their players **twice** in the same match during regular session play. This rule may be used up to 5 times per session. To use this rule:

- A team must have only 4 eligible players or less at the match site **and** all of those players must have already played once. No Double Play will be allowed in playoffs, at tournaments or the last 2 weeks of the session.
- The team with at least 5 players attending will choose which player from the opposing team will play twice. The Team Skill Level Limit rule (23-Rule) is always in affect. Teams must show they would have met the 23-Rule requirements using their absent players once. In other words, 5 separate teammates from the roster must be used to check for 23 violations (the 4 present plus one absent). If a team has a 5th player present, but that player would force them to break the 23-Rule, this is not a forfeit unless there are no eligible players printed on the roster. This would be a violation.
- Opposing teams must allow double play once per night if requested. A 2nd double play in the same match is allowable but at the discretion of the opposing team.
- If a player who potentially would be chosen for the double play has to leave, they must notify the other team prior to them leaving, otherwise you run the risk of the opposing team selecting the player that left.

The Double Play rule may not be used for strategic purposes. The Local League Office, at its sole discretion, may penalize any team found guilty of using the Double Play rule strategically, by awarding forfeit points to the opponent for the second match played by the player who played twice.

27. Headphones/Ear buds

Headphones or ear buds are prohibited from use during a League or tournament match. Violations must be reported to the Local League Office via their weekly scoresheet. Continued complaints will result in a sportsmanship violation and penalties may be assessed by the Local League Office.

28. Improper Scorekeeping

Innings & Defensive Shots must be marked. Failure to keep score properly could result in skill level movement. Teams caught sandbagging or falsifying scoresheets will be subject to any penalties handed down by the League Operator. Instructional videos on scorekeeping & identifying defensive shots can be found at www.poolplayers.com.