



New River APA

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

Age Requirements

You must be 18 years of age or older to compete in the New River APA. In divisions where teams play in establishments that serve alcohol, a team is limited to only two players under the age of 21 on their team. The League will not ask any Host Location to change their rules regarding underage players.

Office Hours

Local League Office hours are Monday through Friday, 12PM to 10 PM and Sunday from 4 PM to 7 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.

Website

Our website address is newriver.apaleagues.com.

This website allows you to:

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

If you have not already done so, please join our online community by signing up for a Member Services Account and following us on Facebook today.

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 made first online and through our email mailing list. Having an email address on file can keep you from missing out on valuable information! The website and email are the Local League Office's most efficient communication tools. They help to ensure that you get the most out of your experience and keep 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 you and your team need to know about the League.

APA Member Services App

APA has developed the **APA** App for mobile devices that allows users to access all the information available on the website. The app is free and highly recommended by New River APA to utilize. Not to mention it is AWESOME!

The Scorekeeper App

Matches will be scored using the Scorekeeper App. The Scorekeeper App is available for Apple & Android devices through their respective App stores. You can login using the same credentials as the APA App. There are many videos available on YouTube to assist you with proper use of the Scorekeeper App.

Team Fees

Team Fees are \$45 & \$90(Double Jeopardy) per week regardless of the number of matches played. Full team fees must be paid for forfeit. Playoff fees are the same as regular session play. If you are paying by check, please make your check payable to APA/New River APA. There will be a \$35 charge for any returned checks, plus a loss of bonus points.

APA suggests that team fees increase \$5 per week every 5 years so that we can continue to provide our players with best experience in League play.

“Team Dues” Envelopes

“Team Dues” envelopes will be available at all host locations
Envelopes are due at designated locations immediately after the end of play.

Your team will receive bonus points if **all** of the following occur:

- Score is submitted by both teams
- All fees are up to date
- No abusive comments are written

Bonus Points

The bonus points awarded will be as follows:

- **8-Ball - 2 Possible Bonus Points**
Points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due and complete score submitted on the Scorekeeper App.
- **9-Ball - 20 Possible Bonus Points**
Points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due and complete score submitted on the Scorekeeper App.

Remember these are bonus points that are awarded at the sole discretion of the Local 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 will lose your place in the Playoffs and/or the opportunity to compete in tournaments.

Bonus Points for Bye Weeks

Whenever a division has an odd number of teams one team each week will not have a match. In this instance, the team with the bye shall be given the following points for the week (including 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 + 20 Bonus Points

Note: Teams do not need to submit paperwork or fees for bye weeks.

Past Due Procedure

First Week Past Due: Scorekeeper App will notify the team that they are Past Due – Team Captain / Co-Captain will be called.

Second Week Past Due: Scorekeeper App will notify the team of Final Notice – Entire Team will be called.

Bonus points will be withheld this and every week after until past dues are collected. Once lost, they cannot be regained.

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 their share of 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 paid to a Team Captain or other team member not ultimately paid to the League. 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 required to replace their Team Captain with another, more responsible player.

Leaving comments on Scorekeeper App

All concerns should be written on the Scorekeeper App in a courteous and professional manner. This will guarantee that your concern is considered, documented and addressed. Abusive language directed at the League or the League Operator will not be tolerated. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Patches

Patches are available for the following accomplishments: **All patches are free** upon written request on the front of team fees envelopes.

New River APA will host patch recycle days in which you can trade unwanted patches for items of value to you.

- 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. 8-BALL ONLY
- 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.
- Shutout: 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. Not available during tournament play.
- Grand Slam: *Earning an 8-Ball Mini Slam and a 9-Ball Mini Slam within the same session.*
- Sportsmanship: You may nominate a player for a good sportsmanship patch. Write the nomination on your scoresheet and the Local League Office will determine if the patch will be awarded.

There are no limits on the number of patches you can earn in a session. If you wish to receive a patch for an accomplishment, make sure it is marked in the appropriate section on your scoresheet and fill out the

Patch Request Form. Patches will be awarded each time the player meets the criteria for earning a patch if the Patch Request Form is completed and sent into the Local League Office.

Patches are awarded the week after they are earned in most cases and will be included in your team envelope.

Section 2: Local League Play

Inclement Weather

Rescheduling for inclement weather is generally a result of snow or icy conditions but can result from any condition that makes it dangerous for players to travel to their match locations. The Local League Office will use school closings and state warnings to determine whether it is appropriate to reschedule matches due to inclement weather. If you feel that weather conditions may interfere with your, or your team's ability, to get to your scheduled match location, contact the Local League Office for additional instructions.

Rescheduling Matches

If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a Championship Tournament.

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you wish to reschedule a match, **you must make a request to the Local League Office at least 24 hours in advance, unless in case of an emergency.** Upon receiving approval from the League Office please use the following procedure:

- Contact the Team Captain of the team you are scheduled to play and notify them of your intent to reschedule;
- Rescheduled matches **must be played at the original Host Location** unless otherwise approved by the Local League Office.
- 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 Local League Office.
- Teams must pay for all matches by scheduled match date or they will lose bonus points.
- Responsibility for scheduling the makeup match falls upon the team that could not play on the scheduled night, however the opposing team must provide at least two days with one of them being on a day/night without normal APA matches scheduled.

Once an agreement has been made between the two teams, both teams must agree to any changes.

Preventing Forfeits

(Player May Play Twice on One Night)

The Official Team Manual 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 New River 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 may NOT play a better lineup using a replay than if all of their players were present. If a team with the skill levels of 7,7,6,5,4,3,3,2 requests a replay they must make sure that the total of the first 4 matches would allow a 5th team member who is not present to play if they showed up to play. This means that the team could not field 7,7,5 and their SL2 twice, this does equal 23; however, 7,7,5,2 = 21 and there is not a 2nd SL2 on the roster. They violated the 23-Rule because if their 3 had walked in the door they could not play due to putting the team total over 23.
- 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 Number of Senior Players 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 if the above criteria are met in each instance. The Replay Rule is not in effect during **the last week of regular weekly League play of the session, Playoffs, Tri-Annual Tournaments or the World Qualifier.**

Team Captain Changes

Team Captain changes will only be processed in one of the following circumstances:

- The original Team Captain notifies the Local League Office of the Team Captain change.
- If the Team Captain is being replaced by the team, then the Local League Office must be notified by a majority of the team that it their wish to replace the Team Captain by a signed document by the majority of the team in writing or by text.

Earphones

Earphones may be used by players during regular League play including Playoffs. However, if your opponent complains that they cannot communicate with you due to the earphones then the Local League Office requires that the earphones be removed for the remainder of the match. Any player who refuses to remove the earphones will be subject to sportsmanship violations. Any player who requests that a player remove their earphones without cause (sharking) will also be subject to sportsmanship violations.

Earphones and any other electronic devices are **not** allowed during tournament play.

Continuous Play

Team matches can be completed and teams on their way home within 3-3.5 hours. IF APA time guidelines are followed. Keep shot times to approximately 20 seconds except for particularly difficult shots. Have your players get ready to shoot prior to the previous match finishing up. Keep your time-outs at 1 minute or less.

As stated in the Official Team Manual "Once a team match begins, play must be continuous." Teams must have a player available to play. If a team does not have a player available to play, then the individual match & remaining matches are forfeited. The opposing team may choose to wait for a player to be available, but it is not required. If they are not, then the individual match will be forfeited.

Marking the Pocket

When marking the pocket during an 8-Ball match, players shall not use paper money or weapons of any kind; this is a sportsmanship violation and should be reported to the Local League Office.

Section 3: Sportsmanship and Conduct

Intentional Mid-match Forfeits

If a player has earned less than five points in 9-Ball or has failed to win a game in 8-Ball and they forfeit their match, the forfeits may be worth 20 points in 9-Ball and 3 points in 8-Ball, if we deem it to be an intentional forfeit to prevent a shutout.

Barred Players

If a Host Location has barred a player from entering their establishment, the team must play without them when playing at that location. The League does not have the right to require a Host Location to permit access to a banned person for a League match.

Suspended Players

New River APA will honor any suspensions from all APA areas.

Section 4: Local League Playoffs and Tournaments

Session Playoffs

During the last two weeks of a session's regular weekly play, a team cannot forfeit more than three individual matches. Teams who do not adhere to this rule will forfeit their eligibility in the Playoffs.

During each session, the 1st round of Playoffs will be scheduled on the same day of the week as your regular League play.

In accordance with Official Team Manual, **Session Playoff site selection** will be made at, or prior to, the Team Captain meeting at the beginning of the session. Teams that qualify for Playoffs will be notified of the site selection. It is possible a Playoff match will be at a neutral location, or it is possible the Playoff site might be at the home of either or both teams involved.

Player Eligibility: Players must have played at least 5 times with the team during the session to be eligible to play in the Session Playoffs, Tri-Annals and World Qualifiers.

Tri-Annals

Tri-Annals will be held 2-3 weeks after completion of Playoffs.

Upon completion of playoffs, teams that qualified automatically & teams that won their playoff match will play in Tri-Annals. Tri-Annals will be single elimination and consist of 4-team brackets that are randomly drawn from all qualified teams. Teams that win their 4-team bracket will become qualified for the World Qualifiers tournament held each June.

Tri-Annual byes, if any, will be distributed to the team(s) with the highest point total from the session. If divisions played a different # of weeks, then points earned for the tiebreaker will stop at the lower # of weeks played. Ties will be broken by total weekly matches won, if still tied teams will be drawn like wild card teams during playoffs.

Player Eligibility: Players must have played at least 5 times with the team during the session to be eligible to play in the Playoffs, Tri-Annals and World Qualifiers. In addition, players must have 10 lifetime matches by the end of the Spring session to be eligible for World Qualifiers.

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

***Summer** - Average of 6 teams from the Tri-Annual

***Fall** – Average of 6 teams from the Tri-Annual

***Spring** – Average of 6 teams from the Tri-Annual

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

***Summer** - Average of 6 teams from the Tri-Annual

***Fall** - Average of 6 teams from the Tri-Annual

***Spring** -Average of 6 teams from the Tri-Annual

*subject to change based on team count

Playoff Structure on following page:

Playoff Structure Based on Division Size

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 Wild Card</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>1st Place vs Wild Card 2nd Place vs 3rd Place</p> <p>Both winners advance 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 Wild Card 3rd Place vs 4th Place</p> <p>Both winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p><u>12-14</u></p> <p>Four Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place vs Wild Card 3rd Place vs 6th Place 4th Place vs 5th Place</p> <p>All winners advance to Tri-Annuals</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>
<p><u>15-16</u></p> <p>Five Teams Qualify For Tri-Annual</p>	<p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place advances directly to Tri-Annual</p> <p>3rd Place vs Wild Card 4th Place vs 7th Place 5th Place vs 6th Place</p> <p>All winners advance to Tri-Annual</p>	<p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p>

Trophies

End of session awards will be given early the following session. Each member of the 1st place team will receive an award.

Note: Only players with 5 or more matches played with their team in the session will receive trophies.

World Qualifier

The World Qualifier (WQ) is an annual tournament that takes place at the end of the League year. The winner of the World Qualifier receives Travel Assistance to Las Vegas and the opportunity to represent New River APA in the World Pool Championships.

The World Qualifier tournament takes place in early June and is a Modified Single Elimination Tournament.

World Qualifiers byes, if any, will be filled based on the number of times a team qualified during the year. 3 session qualifiers first, then 2 session qualifiers & then, if any byes remain, all remaining teams will be drawn like wild card teams during playoffs.

Player Eligibility: Players must have played at least 5 times with the team during the Spring session to be eligible to play in the Playoffs, Tri-Annals and World Qualifiers. In addition, players must have 10 lifetime matches by the end of the Spring session to be eligible for World Qualifiers.

World Qualified Teams Must Remain Active

Teams qualified for the World Qualifier (WQ) must be active in the following League year's Summer Session with a minimum of 4 players from their Spring Session roster. Any team that drops out after WQ will be responsible for the weekly fees for the entire session. Players cannot continue to play on other teams or join a new team before paying their share of the fees.

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to pay travel expenses incurred by the members of 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 last team eliminated by the non-attending team on their World Qualifier board.

Showdown Series Tournaments

Only players listed on an active team by week 4 of the current session will be eligible to play in any Showdown Series (8-Ball Doubles, 9-Ball Doubles, Jack & Jill, Ladies, Masters and Team Captains) tournament held during that session.

Example: John previously played 8-Ball but quit playing a couple sessions ago. He still has 20 matches in the last 2 years and decides to join a team in week 9 just so that he can play in the Scotch Doubles tournament. He would not be eligible to play. Had he joined a team within the first 4 weeks of the session he would be eligible to play in the tournament.