



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 alongside the Official Team Manual, 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 before the revision date of this document are null and void.

Section 1: Local League Information

Revised: January 23, 2025

Age Requirements

The age requirement to participate in APA Pool League is 18 years of age. No one may be put on a roster until their 18th birthday without exception. Host Locations may have a restriction on the age minimum to play/participate in their establishment and APA does NOT trump the Host Locations rules.

If a team is found to have a player on their roster who was not eighteen (18) when they played, the team may lose their eligibility for any Higher Level Tournament. The player will also be dropped from the roster.

Office Hours

Local League Office hours are Monday through Friday, 11 a.m. to 4 p.m. If you have a question during League play or an APA-sponsored event, please call the office at (919) 578-4758 and be directed to an on-call staff member. If we cannot answer your call, please leave a message, including your phone number and your call will be returned as soon as possible.

Online Presence

Our website address is apa-raleigh.com. This website allows you to:

- Get the latest up-to-date information on Playoffs, tournaments or any other APA Raleigh Durham Chapel Hill events
- Set up your Member Services account to:
 - o Use our Mobile app (available for IOS and Android)
 - 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.
 - o Use our Electronic Scorekeeper app (available for IOS and Android)

In addition, we also have a Facebook page at facebook.com/APARaleigh where you can view and share pictures of tournaments, get updates about the League, and chat with fellow APA members.

Team Fees

All matches will be paid in full on the original night of play. Full team fees are due regardless of how many players play. All Playoff matches and forfeits must be paid:

- 8-Ball: \$45
- 9-Ball: \$45
- Double Jeopardy: \$90
- Aloha: \$70
- Scotch Doubles: \$33
- Ladies: \$33
- Masters: \$45

In addition to APA team fees, some Host Locations require a green fee, which is to be paid directly to the Host Location. **DO NOT** put green fees in your team-pouch. If the location has quarter-operated tables, the teams should alternate paying for games throughout the team match, with each team member contributing equally.

If a team that has received a promotional discount forfeits an individual or entire team match, they must pay for the forfeited match/matches for their team and their opponent's team. This applies to teams receiving promotional discounts only, NOT to all forfeits!

Full team fees must be paid during the Session Playoffs, regardless of how many players actually play (i.e., a match is completed with only three (3) players needing to play).

If a team owes any past-due money to APA, it must be paid before the wild card draw, or the **team will not be eligible** for the draw. In addition, any team owing the League money must pay the past due amount by the last week of the session, or the team **will not be eligible** to play in Playoffs or any Higher-Level Tournament.

APA Raleigh, Durham, Chapel Hill **does not** accept checks.

Team-pouches

Team-pouches will be delivered to the Host Location before the start of League play. Every effort will be made to have them at the Host Location 24 hours before play. The team-pouch is due at the same Host Location immediately after the end of the play. You must put completed team scoresheets, new membership applications, and all team fees in the team-pouch. Do not put Host Location Fees into the team pouch. After the night, the team-pouch must be filled out completely (make note of any discounts taken), and put in the bar folder.

Bonus Points

Teams may earn bonus points during regular session play for meeting all requirements listed below:

- Return the **team-pouch** (all fields must be filled in on the team-pouch, including if applicable, any discount taken)
- Team-pouch contents
 - **League Fees** include membership dues and past due balances (signified by \$\$\$\$\$\$ behind the player's name).
 - If using paper scoresheets, correct and complete scoresheets (one error allowed). See the APA Official Team Manual for how to complete a scoresheet correctly.
- No player was allowed to play who is past due.
- The team does not violate the Team Skill Level Limit rule.

All requirements must be met for a team to earn bonus points. Bonus points will be awarded every week as follows:

- **8-Ball:** 2 Bonus Points
- **9-Ball:** 10 Bonus Points
- **8-Ball Doubles:** 2 Bonus Points
- **9-Ball Doubles:** 10 Bonus Points
- **Ladies:** 2 Bonus Points
- **Masters:** 5 Bonus Points

Team Captains should ensure that **ALL** team-pouch. Please ensure the Bonus Point System Requirements are met before submitting your team-pouch to APA. Bonus points will be used to determine division standings at the end of the session. Bonus points are NOT awarded for the last meeting during the regular session or the Playoffs.

Team Captains should notify APA during League-specified office hours if they feel their team did not receive its "earned" bonus points. Mistakes in awarding bonus points by APA will only be given to the team if APA is notified within two weeks of the scheduled date of play in question.

It is essential to keep your weekly fees current. If you fall behind in payments, you may risk more than your bonus points. You may lose your place in the Playoffs and/or the opportunity to compete in tournaments.

Points for Bye Weeks (Including Bonus Points)

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 + 10 Bonus Points
- **8-Ball Doubles:** 5 Bye Points + 2 Bonus Points
- **9-Ball Doubles:** 35 Bye Points + 10 Bonus Points
- **Ladies:** 5 Bye Points + 2 Bonus Points
- **Masters:** 15 Bye Points + 5 Bonus Points

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

Patches awarded for League Play

Please see your Division Representative or put a note on the team-pouch to receive a patch earned during APA League play. Rackless patches are limited to a skill-based win (the other player did not give you a game by scratching, making the 8-ball in the wrong pocket or out of turn).

If a player chooses, they can forgo receiving an earned patch and instead receive a coupon for an entry into a drawing for a trip to Vegas. The coupons are obtained from the Division Representative on the night they are earned. The coupon must be filled out by the player and submitted with the team's scoresheet (that shows the patch was earned) that night to validate the coupon. There is no limit on the number of coupons/entries a player can earn/receive, but the player can only receive a coupon/entry OR a patch, NOT both. The number of trips to Vegas given away will depend upon the number of coupons/entries received by APA. One trip to Las Vegas will be given out for every 1000 coupons turned in to APA.

Patches listed below require meeting these requirements:

- Clean Sweep (8-Ball & 9-Ball) - No replays and no forfeits
- I beat a XX (8-Ball & 9-Ball) two skill level differential or more
- Rackless (8-Ball) must have earned the win in all games

Section 2: Local League Play

Membership Dues to APA

Membership dues for all APA players are owed per year. All members' annual dues **MUST** be paid the first night they play in the new calendar year. New members should fill out a membership application or register online at join.poolplayers.com and follow the guidelines established for new members.

Teams that put up a player who has not paid their membership

- Lose bonus points for that week
- Will show a team past due of \$30 (Local League Office will pay the player's membership from team fees).

Roster Changes

Revised: January 23, 2025

No changes will be allowed following week four (4) of the session **without League Operator approval**. All players on the roster must play on or before week four (4) of the session, or the player will be dropped from the roster.

Jeopardy

After week four (4), if a team declares “Jeopardy” (due to a drop in team members forcing them to add players to their roster) they will not be eligible for the Playoffs or Higher-Level Tournaments, if they have to add 3 or more players.

Rescheduled & Make-Up Matches

Make-up matches are not allowed in the APA Raleigh, Durham, Chapel Hill except **by request and with approval of the Local League Office at least 24 hours before the scheduled match time**. If you do not receive authorization from the Local League Office to reschedule a match and make arrangements with the opposing team, your team will forfeit the match and will be responsible for all team fees. Upon receiving approval from the Local League Office, please use the following procedure:

- If requested, Team Captains must reschedule matches if the team and/or member has other pre-qualified League obligations such as a Higher Level Tournament.
- 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. The Local League Office may make exceptions during special conditions.

Exceptions:

- **Severe Weather:** If severe weather occurs, the Team Captains should reschedule the match as soon as possible. **Please notify the Local League Office if/when you reschedule your match.** Rescheduling for inclement weather is generally a result of snow or icy conditions. Still, it 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.
- **Holidays:** All matches scheduled on holidays can be rescheduled and played **before** the original match date. **Notify the Local League Office if you are rescheduling your match.**
- **World Qualifiers and Vegas Qualifiers:** All teams participating in a World Qualifier or Vegas Qualifier that conflicts with their regularly scheduled weekly match **must reschedule their weekly League match**. Due to the timeframe that Tri-Annual tournaments occur following the start of the session, pre-playing the match is not always possible (however, it is still preferred). Therefore, they have 2 weeks to complete their matches.
- **APA Championships:** The APA Poolplayer Championships and APA World Pool Championships frequently coincide with the Playoffs in the Spring and Summer Sessions. Pre-plays and make-up matches will be allowed for all players attending the Championship events. Pre-plays are always preferred and should be done whenever possible. If pre-plays are not possible, the matches can be made up, but must be completed before the end of week 1 the following session unless it is the last week of the session and scores are required to determine Playoffs. Opponents must be willing to work with players/teams attending the Championship events. However, the players/teams attending the Championship events must make arrangements with their opponents in a timely manner (**i.e. – the night Playoffs are determined or the following day**). Full and partial matches can be rescheduled. In the event partial matches are being rescheduled, the specifics of how many matches will be rescheduled and what players that are attending the Championship events will be playing a rescheduled match must be divulged to the

opponent. *(In other words, a team missing one or two players cannot decide they want to reschedule the last one or two matches the night they are playing when the team has 5 players present. The specifics must be determined ahead of time. This is to prevent abuse or manipulation of the rule by teams).*

Replays

If a team is short a player for a designated League match (8-Ball, 9-Ball, Ladies or Masters), their opponent **MUST** 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:

- 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 players that played in the team match).
- 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.
- Both teams may utilize the “replay” rule on the same night if necessary. In this situation, both teams put up their own player, and the team scheduled to put up a player in the last match puts up first.
- A team that has enough players present is not allowed to use the “replay” rule; they have to play a player who has not yet played in the match. The only exception to this rule is in the event that the team cannot comply with the Team Skill Level Limit rule with the 5 players present to play. The team may then request a “replay” from their opponent. The request must still be made by the start of the 3rd individual match.
- If any team uses the replay rule 6 or more matches during regular session play, they will not be eligible for Playoffs or advancement to post-session play.

8-Ball and 9-Ball Divisions

- Teams must notify their opponent of the need to use/or potential need to use a “replay” before the start of the 3rd 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 player that plays the 5th match when a “replay” is used is chosen by the team’s opponent. The player chosen to play the “replay” must 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 Team Skill Level Limit rule.
- A replay may NOT be used to play a roster line-up that would not be legal without the replay rule (ex - you cannot play a 7, 7, 3, 3 that equals 20 and ask for a replay to comply with the Team Skill Level Limit rule unless you have a 2 or 3 on your roster but not present at League). In other words, you cannot play an illegal line-up and try to utilize the replay rule to make it legal. That is considered a violation of the 23-Rule.
- If a replay is used in a match other than the last individual played match of the night, both teams will forfeit the replayed match and all subsequent matches.

Ladies and Masters Divisions

- Teams must notify their opponent of the need to use/or potential need to use a “replay” prior to the start of the 2nd individual match. If a team has a 3rd player show up prior to the start of the 3rd match, the player is still entitled to play, even if a “replay” was requested.

A player may not be sent home and/or made unavailable, so a team may request a “replay” from their opponent. Attempts to take advantage of the “replay” rule should be reported to the Division Representative and the Local League Office through an Official Protest Form.

Forfeits

A team may begin play with one player present. Once both players are selected, the match must start immediately. If the team does not have a player available, that entire match will be forfeited; see below. Teams will receive bye points when an opposing team forfeits a full team match as long as all bonus point requirements are met.

During the final two (2) weeks of the regular session, if a team forfeits three (3) or more individual matches (6 or more in once-a-month/alternate formats), they will be ineligible for Playoffs and/or the wild card draw or advancing as a division winner (if applicable). The only exception is during 8-Ball and 9-Ball only, where a team is forfeiting a match due to their skill levels, forcing them to utilize the Team Skill Level Limit rule of 4 to 19. If ANY team forfeits 6 or more individual matches during regular session play, they will not be eligible for Playoffs or advancing as a division winner (if applicable).

Teams in Default (No Shows and Past Due)

Any team that does not show up for a regularly scheduled match will forfeit all matches for that date and may be responsible for both teams’ match fees and or additional penalties. The opponent must notify the League Office, and they will receive bye points for the night. Prior to declaring a full team forfeit, notify the Division Representative or contact the Local League Office.

Any team that does not show up for its match for two consecutive weeks will be deemed in default and dropped from the division. Additionally, teams that do not pay weekly fees on time will be notified of the past-due status. If their account is not made current in a timely manner, the team will be deemed in default and may be dropped from the division.

Teams that are in default are still responsible for paying their team fees for the remainder of the session. Each member of the defaulting team will be responsible for paying their share of the team fees owed. The defaulting team’s players will be suspended from the League until their portion of the fees is paid. The League Operator has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player who is past due on your roster, you will receive no points for that person’s match (even if they win) and no bonus points for any week they play while their fees are past due. No team or player with a past due will be eligible for post-session play or awards, including but not limited to Playoffs or wildcard draw, Division Winner, and Higher Level Tournaments.

Continuous Match Play

When teams choose a player for the next match, it must begin immediately. It is the Team Captain's responsibility to ensure that breaks are not taken between matches and that players are ready to play when they are chosen to play. If players need to smoke, use the bathroom, get a drink, etc., it must be done before it is time for them to play. Each Team Captain must have a player ready to start the next match, and it must begin immediately.

Double Jeopardy

Teams participating in Double Jeopardy should be strategic in choosing players for matches so disputes do not arise where a player is participating in a match but also needs to play a match on another table. **A player must be finished playing one match to be “put up” in and begin another.**

Masters Divisions

- Rules are outlined in the APA Official Team Manual.
- The match winner is determined by the team that wins the most points. In the case of a tie, the winner is determined by the team that won two out of three matches.
- Junior Masters Teams - are defined as a team whose roster consists of no more than one player who is an 8-Ball Skill Level 7, with the remaining players having a current 8-Ball skill level of 6 or below.
- Masters' teams - are defined as a team with more than one player with a current skill level of 7 in 8-Ball or any player not currently active in the 8-Ball format on the roster.
- Teams Advancing (Playoffs and Vegas Qualifiers) Teams become eligible for the Vegas Qualifier by winning a playoff match at the end of a Summer, Fall, or Spring Session. Teams must remain active the next session with at least two players (50%) on the same roster to play in playoffs and keep their eligibility for the Vegas Qualifier. For a player to participate in Playoffs or the Vegas Qualifier, they must have played at least six (6) matches with the team during the session. In addition, to be eligible to participate in the Junior Masters City Tournament, a player must be active in the 8-Ball format, and have 10 matches in the past year and 20 matches in the past 2 years to ensure an up-to-date skill level for the player.

Section 3: Sportsmanship and Conduct

Banned Players

If a Host Location has banned 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

APA Raleigh, Durham, Chapel Hill will honor any suspensions from all APA areas.

Reporting a Problem or Concern During League Play

Any concern you have during League Play (sportsmanship, handicap, and official protests) must be submitted in writing the night of play or within twenty-four (24) hours of the match. Forms are available online at apa-raleigh.com under the Contact & Feedback heading. No fee shall be required to issue a complaint or to file an official protest. If you have a situation that needs immediate attention, please contact the League Office at that time.

Section 4: Local League Playoffs and Tournaments

Session Playoffs - All 8-Ball and 9-Ball Standard Format Divisions

At the end of each session, there will be one week of playoffs. Playoffs will be scheduled during each session on the same day of the week as your regular League Play, and the next session will begin the week following Playoffs.

The teams advancing to the Tri-Annual Tournament will be determined by the number of teams in the 8-Ball, and 9-Ball Divisions that are eligible:

- **15-16 Team Divisions**
 - 5 teams will qualify for the Tri-Annual
 - 1st place team will get an automatic bid to Tri-Annual.
 - 2nd place will play a wild card
 - 3rd place will play 8th place
 - 4th place will play 7th place
 - 5th place will play 6th place
 - All Playoff winners advance to the Tri-Annual
- **12-14 Team Divisions**
 - 4 teams will qualify for the Tri-Annual
 - 1st place team will get an automatic bid to Tri-Annual.
 - 2nd place will play a wild card
 - 3rd place will play 6th place
 - 4th place will play 5th place
 - All Playoff winners advance to the Tri-Annual
- **10 and 11 Team Divisions**
 - 3 teams will qualify for the Tri-Annual
 - 1st place team will get an automatic bid to Tri-Annual.
 - 2nd place will play a wild card
 - 3rd place will play 4th place
 - All Playoff winners advance to the Tri-Annual
- **6-9 Team Divisions**
 - 2 teams will qualify for the Tri-Annual
 - 1st place team will get an automatic bid to Tri-Annual.
 - 2nd place will play a wild card, and the winner will advance to the Tri-Annual
- **4 and 5 Team Divisions**
 - 1 team will qualify for Tri-Annual
 - 1st place will play a wild card team and the winner will advance to the Tri-Annual
 - In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

Automatic Bids to Tri-Annual

Any team that gains an automatic entry into the Tri-Annual (finishing first place in an eligible division) does not play in the session Playoffs. If a team chooses to play in the session Playoffs, the team forfeits its automatic entry into the Tri-Annual Tournament. If the first-place team cannot play in Tri-Annual or opts out of playoffs, there will be an additional playoff match. Automatic bids may not be passed down under any circumstance.

Playoffs and Vegas Qualifiers, Masters and Ladies Divisions

- Flyers will be published each year outlining playoff and tournament eligibility and requirements. The flyers can be found as a post on the Member Services App in the news feed and can be referenced at any time during the League year.

Tri-Annual Tournaments (8-Ball & 9-Ball)

Teams must maintain their eligibility to participate in the Tri-Annual Tournament by playing in the session following the session in which the team gained their eligibility, with at least four original members, the session during which the Tri-Annual Tournament is to be held.

- These tournaments are an extension of playoffs, and, except for Sudden Death, and how forfeits are scored, follow the same rules as playoffs.
- Single elimination tournament
- All players must have 6 matches played with their team in the current session to qualify for playoffs and Tri-Annual. ***Forfeits do not count as a match played!***
- The number of teams advancing to the World Qualifier from each Tri-Annual is subject to change based on local area team count and slots allocated to the World Poolplayers Championships
- Any team that wins multiple Tri-Annual tournaments in a single League year will be entered into a drawing for a bye in the World Qualifier and will receive a custom, personalized award for each team member.
- A maximum of 32* teams will participate in the 8-Ball World Qualifier:
 - Summer - 10* teams from the Tri-Annual
 - Fall - 10* teams from the Tri-Annual
 - Spring - 12* 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 - 10* teams from the Tri-Annual
 - Spring - 12* teams from the Tri-Annual

*subject to change based on team count

World Qualifier Tournaments (8-Ball & 9-Ball)

The World Qualifier will be held once a year following the spring Tri-Annual for both the 8-Ball and 9-Ball. The number of teams allowed to qualify from the 8-Ball and 9-Ball World Qualifiers to the World Pool Championships will depend on the team count for the Spring Session before the date of the APA World Pool Championships in that format.

- These tournaments are an extension of the World Pool Championships, and except for Male Skill Level limits, follow the same rules as the World Pool Championships.
- All players must have at least ten (10) lifetime matches to be eligible to play in the World Qualifier

- All players must have had at least six (6) matches with the team participating in the World Qualifier **during the Spring Session**
- **Forfeits & byes do not count for the minimum matches required.**
- Modified Single Elimination Tournament
- Only League Office approved players with a minimum of 10 scores may be added to a qualified team.
- No roster changes are allowed after week four (4) during the Spring Session for any qualified team.
- All players on Qualified teams must remain on an active APA roster in the format they are qualified in, in order to participate in the World Qualifier, and World Pool Championships.

World Qualifier & Vegas Qualifier Travel Assistance and Payouts

Each team will receive Travel Assistance for winning an event that qualifies them for APA Championship play. Team Travel Assistance is listed below:

- 8-Ball: \$6400.00
- 9-Ball: \$6400.00
- Masters Championship: \$3200.00
- Ladies Championship: \$4000.00
- Team Captains Championship: \$4000.00

If a player qualifies on more than one team/format, they will receive Travel Assistance for each team/format in which they qualify. 8-Ball Doubles, 9-Ball Doubles, and Jack & Jill will receive a payout (not to exceed \$1600.00 per team) from the qualifying tournament based on entry fees collected if no division is being played in that format.

Should a team elect not to attend the APA World Pool Championships, the team will forfeit all awards and monies for Travel Assistance. If the team has already received the money for Travel Assistance, the team/players must repay the entire amount to the APA Travel Fund. Failure to do so will result in suspension of membership for each team member until the Travel Assistance money has been repaid. If a player who qualifies for Las Vegas chooses not to participate in the APA World Pool Championship, they will not receive any money as the money is for Travel Assistance, not a cash payout. If a player receives the Travel Assistance and then does not go to Las Vegas for the APA World Pool Championship, the player will be required to pay back all of the Travel Assistance received to the League before the player can resume playing in the League.

If a qualified team decides not to participate in the APA World Pool Championships, the team that finishes second in that World Qualifier will advance to the APA World Pool Championships.

Prize money will be awarded to the individuals who make it into the finals in each Standard 8-Ball and Standard 9-Ball Open World Qualifier. The team finishing in Second Place in the World Qualifier will receive \$600.00 cash or up to \$800.00 for a Regional Tournament if one is available.

Trophies and Awards

- All teams that win a World Qualifier or Vegas Qualifier will receive an award.
- Each member of a team that plays in the finals of a World Qualifier will receive an award.
- Each member of the division winning team will receive an award.
- Each member of a team that wins multiple Tri-Annuals in a single League year.

World Pool Championship Eligibility and Requirements

All players on teams that qualify for the APA Championships must remain active in the same format (8-Ball and/or 9-Ball) as the previous League year's Spring Session or they will forfeit their eligibility.