

Western Carolina

LOCAL BYLAWS

Western Carolina APA

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We would like to welcome 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 your Official Team Manual (OTM) provided by the APA. These bylaws have been created for the smooth and efficient operation of the League. After all, the **APA is all about having fun, meeting people, and playing pool!**

Please read these bylaws carefully and keep them with your Official Team Manual for your reference. All local bylaw documents with dates prior to the revision date of this document are null and void.

Section 1: Getting Started

Age Requirements

You must be **18** years of age or older to compete in Western Carolina APA.

All players must have a valid picture ID that provides validation of age. Players must meet the age requirements, failing to do so, could cause the team to lose their eligibility for all APA Sanctioned Events.

Any player in default will be dropped from the Team Roster. **Any points won by the illegal player on that current night or any previous nights** will be awarded to the opposing team the illegal player played against on that night. **Please Know Your Players!!**

Additionally, any Team that has under age players caught with and/or drinking alcohol will cause the entire team to be dropped from the League.

Please Note: Some Host Locations age requirements are **21** years and over. Please make sure if you play either on an in-house League or one that travels, that the Host Location age requirements will allow **18 to 20** year olds.

Office Hours

League Office hours are **Monday through Friday, 3 PM to 11 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 <http://westerncarolina.apaleagues.com>

This website allows you to:

- a) Get the latest up to date information on playoffs, tournaments or any other Western Carolina 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 www.facebook.com/apawesterncarolina 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, cell phone /text # on file. All announcements are made first online, through our email mailing list and by text. Having an email address on file can keep you from missing out on valuable information! The website, email and texting 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.

Team Fees

The annual membership fee is due the **FIRST NIGHT** you play (**No Pay, No Play**). If a player plays and doesn't pay their annual membership fee, the team will lose the points that player earned. Additionally, the player could be dropped from the roster until the annual membership is paid. If a member of your team has not played by week #4, their yearly membership fee is due regardless! **All membership dues must be paid by week #4, unless other arrangements/approval has been made with your League Operator.**

Team Fees are **\$40 per week (\$80 for Double Jeopardy)** regardless of the number of matches played. Full Team Fees must be paid for playoff matches and forfeits. **NO SHORTAGES ALLOWED EVER, UNLESS OTHER ARRANGEMENTS ARE MADE AND APPROVED BY YOUR LEAGUE OPERATOR!**

If you are paying by check, please make your check payable to **Western Carolina APA**. There will be a **\$50** charge for any returned checks, plus a loss of bonus points.

During the final two (2) weeks of the regular session, if a team forfeits two or more matches, they will be ineligible for the wild card draw. **NO EXCEPTIONS!**

Any team that drops after the fourth (4th) week of the session will be charged all fees due as explained in the APA Official Team Manual (OTM), in addition to immediate suspension. **NO EXCEPTIONS!**

Team Folders

The team folders will be **delivered to the Host Location that you are playing at.**

Folders are due at the same Host Location immediately after the end of play. When two teams play, each team is responsible for turning in their money to the Host Location at the end of play.

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

- Innings are filled in and tallied for every game
- Defensive Shots are tallied, and ND is entered if no Defensive Shots were played
- Team Put Up First filled in
- Team #, Player Name and Player Number filled in
- Games Must Win filled in (8-Ball)
- Games Won, Match Points Earned and Running Total filled in (8-Ball)
- Skill Level and Ball Count filled in (9-Ball)
- Total Points, Match Points Earned and Running Total filled in (9-Ball)
- Sportsmanship Rating circled
- Time Start and Time End filled in
- Size Table is checked
- The winner and loser of every game is marked with the number of racks won (8-Ball)
- Final match points filled in (located at signature box)
- Scoresheet is signed by both teams

- Fee Section completed by Team Captain, initialed and Total is tallied
- All fees are up to date
- No abusive comments are written

With this being said, the entire Scoresheet needs to be filled out to received bonus points.

The bonus points awarded will be as follows:

- **8-Ball - 2 Possible Bonus Points**
 - a. 1 point will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - b. 1 point will be awarded for accurate and fully complete scoresheets.
- **9-Ball - 12 Possible Bonus Points**
 - a. 6 points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees due.
 - b. 6 points will be awarded for accurate and fully complete scoresheets.

Remember these are bonus points that are awarded at the sole discretion of the 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 may lose your place in the playoffs and/or the opportunity to compete in tournaments, in addition to immediate suspension.

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 + 12 Bonus Points

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

Past Due Procedure

Scoresheets will be stamped Past Due – Team Captain and/or Co-Captain will be contacted.

Second Week Past Due: Scoresheet will be stamped Final Notice if communication and arrangements have not been made with the League Operator – Entire Team could be contacted.

Third Week Past Due: Team Name will be changed to TEAM DROPPED DUE TO NON-PAYMENT and all players will be marked ineligible, unless other arrangements have been made with the League Operator.

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.

Any team owing the League money after week fourteen (14) WILL NOT BE ELIGIBLE to play in the Playoffs or a Higher Level Tournament, regardless of their standings.

Comments on Scoresheets

All concerns and complaints must be in writing and must be written on the scoresheet in a courteous and professional manner or emailed to amaloney@apaleagues.com. This will guarantee that your concerns and/or complaints is considered, documented and addressed. Abusive language directed at the League or the League Operator will not be tolerated on the scoresheets or in emails. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

Patches

Patches are available for the following accomplishments:

- 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.
- 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 Clean Sweep Patch.
- Skunked: You win 20-0 in 9-Ball.
- MVP: End of session highest win percentage per division.
- 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 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, please mark clearly on your scoresheet, in the message center, that you earned a patch so your award does not go unrecognized. Patches will be awarded each time the player meets the criteria for earning a patch as long as you mark clearly on your scoresheet, in the message center, that you earned a patch.

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

Section 2: League Play

Preventing Forfeits

(Player May Play Twice on One Night)

General Rule 20 in 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 **Western Carolina APA** has chosen to adopt the Replay Rule approved by the APA National Office. This rule allows up to two players (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 23-Rule.

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 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 23-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 as long as the above criteria are met in each instance. The Replay Rule is not in affect during **the last week of regular weekly League play of the session, Playoffs, Tri-Cup Tournaments or the World Qualifier.**

Forfeits

A team must begin play if they have one player present. Once the first match is over, the team putting up next has two (2) minutes to name a player, and then the opposing team has two (2) minutes to name a player. If the player is not at the table ready to play in that time frame, it is considered a sportsmanship violation and should be reported to the League Office, as stated on page 5 under Comments on Scoresheet. Sportsmanship violations can result in suspension.

FORFEITS OR BYES DO NOT COUNT AS MATCHES PLAYED

Filling a Bye

Teams are allowed to fill a bye in a division on, before or after week 4 of play, with the permission of the League Operator. If a BYE is filled in a division, make-up matches, or Double Play will be required. After week 4, the team filling the BYE will receive points equal to the last place team.

Rescheduling Matches

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 League Office**. 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;
- If requested to do so, Team Captains **must** reschedule matches if the team has other pre-qualified League obligations such as a Championship in Las Vegas.
- Rescheduled matches **must be played within one week** 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 League Office.**
- Teams must pay for all matches by scheduled match date or they will lose bonus points.
- Holidays can be rescheduled and pre-played prior to the original match date.
- **HANDICAP FOR MAKE-UP MATCHES** - Any match that needs to be made up - for whatever reason - you must use your current handicap. If you have gone up since the original scoresheet, you must play at your current handicap.

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 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, Team Captain's should reschedule with the opposing team as soon as possible.

Teams in Default

Any team that does not show up for its match for two consecutive weeks will be deemed to be in default and will be dropped from the Division.

Additionally, any team that has not paid their League fees for two consecutive weeks can be dropped from the Division. Teams who have failed to pay their League fees for two consecutive weeks will be notified of the past due status, per page 5 under Past Due Procedure. 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 in addition to immediate suspension.

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 his/her share of the team fees owed. The defaulting team's player(s) will be suspended from the League until their portion of the fees is paid. The League Office has the right to assign different portions of the outstanding fees to individual players as it deems appropriate. If your team has a player that 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.

Player(s) in Default

Any Player that has not paid their League fees for two consecutive weeks can be dropped from the Division and suspended. Players who have failed to pay their League fees for two consecutive weeks will be notified of the past due status. If their account is not made current in a timely manner, the player will be deemed in default and may be dropped from the division in addition to immediate suspension.

Players that drop out after the 4th week of play without the League Operators approval is considered disruptive to the Team, the Division and the League. If a player drops off a team roster after the 4th week of Play without approval from the League Operator will be suspended immediately and charged for the remaining session.

Male 1's and 2's

We do allow male 1's in 9-Ball and male 2's in 8-Ball in regular session **but not in Higher Level Tournaments.**

Section 3: Sportsmanship and Conduct

Complaints

Sportsmanship or Handicap complaints must be submitted in writing per page 6 under Comments on Scoresheets, the night of play or within twenty-four (24) hours of play. NO PHONE CALLS ALLOWED. They will not be accepted at a later time. **NOEXCEPTIONS!**

- a. No fee shall be required to file a protest.
- b. If a team files a complaint, against an individual or team, then fails to show up at the Board of Governors the complaint gets thrown out.

Refusal to Do Business With

The vast majority of players have a great time in the League and display true sportsmanship. We seek to promote those who personify the APA spirit. Every APA member has the right to be treated with respect and in a sportsmanlike manner, and members who display offensive behavior will not be tolerated.

At any time, at the sole discretion of the League Operator, **Western Carolina APA** can refuse to do business with any individual regardless of whether the individual's APA membership is in good standing. Most often, players who are unwelcome in the League will be those who are disruptive to the Team, its Division and the League. In addition to repeatedly complain about handicaps or who otherwise deride the League in public.

Banned Players

If a Host Location has banned a player from entering their establishment, the team must play without him/her 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

Western Carolina APA will honor any suspensions from a neighboring APA area.

Section 4: League Playoffs and Tournaments

Session Playoffs

The qualification structure for Session Playoffs for the **2019/2020 League Year** will remain as follows:

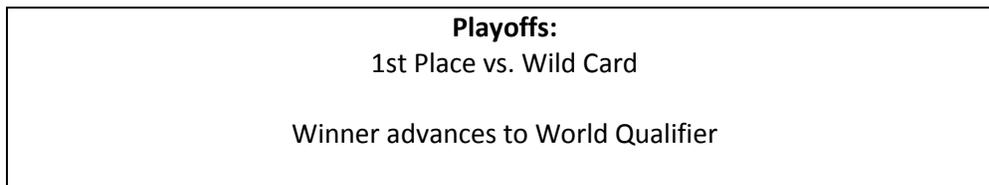
The 1st place team (High Point Finisher) will advance to the World Qualifier. In the first round of the Playoffs, the 2nd place team will receive a bye and 3rd place will play the wild card. In the second round of the Playoffs, 2nd will play the winner of 3rd vs the wild card, and the winner will advance to the World Qualifier.

NOTE: In divisions with 4 teams or less, eligibility will not be passed to teams finishing directly behind an already qualified team.

IMPORTANT: Starting in the 2020/2021 League Year, the following Playoff qualification structure will replace the current structure above:

Playoff Structure for a 4-5 team Division

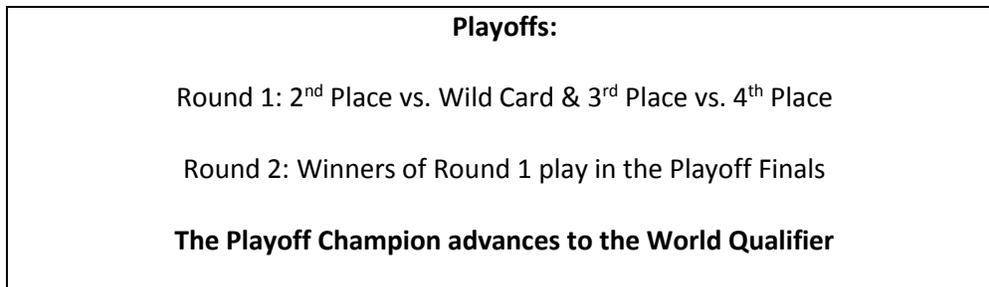
If there are four (4) to five (5) teams in the Division, one (1) team from that Division qualifies to go to the World Qualifier Tournament. That team is decided through the following Playoff structure:



Playoff Structure for a Division with 6 or more teams

Divisions of 6 or more teams will qualify two (2) teams from that Division to the World Qualifier Tournament.

- The 1st place team from the session earns an automatic qualification into the World Qualifier Tournament.
- The 2nd World Qualifier slot is awarded using the following Playoff structure:



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.

The 2nd round of Playoffs will be scheduled the following week on the same day as your regular League play, place of play will be determined and announced before Session Playoffs.

The next session will begin the week following the 2nd round of Playoffs.

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 of the teams involved.

Player Eligibility: Players must have played at least **4** times with the team during the session to be eligible to play in the Session Playoffs.

Trophies

End of session awards will be given following the final round of playoffs. Each member of the first place team will receive an award and final winner of playoffs will receive an award.

World Qualifier (WQ) (Formally Local Team Championship)

The World Qualifier 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 **Western Carolina APA** in the **World Pool Championships**.

1. No option - All old players must have a minimum of six (6) actual matches each session. If you play in other Divisions, your match plays will count toward the required (6) matches, but will not count towards the required(4) matches for eligibility to play in the Playoffs.
2. No option - All new players must have a minimum of ten (10) actual matches the first session. If you play in other Divisions, your match plays will count toward the required (10) matches, but will not count towards the required (4) matches for eligibility to play in the Playoffs.
3. Once a team qualifies for Las Vegas, each player must have a minimum of six (6) matches on that team in all following sessions of that League year to remain eligible. **FORFEITS & BYES DO NOT COUNT FOR THE MINIMUM MATCHES REQUIRED!**
4. Only League Operator approved players with a minimum of twenty (20) scores may be added to a qualified team.
5. Once a team has won a slot to Las Vegas for the APA World Pool Championship, that team must finish in the top 50% of their division in all following sessions of the League year or they will be subject to potential loss of qualification. This means standing position not based off point variance - example: four (4) team division you be in the top two (2), six (6) team division you must be in the top three (3), eight (8) team division you must be in the top four (4). 6. If your team qualified in the Summer, then you **MUST** play both the Fall and Spring Session, or you will forfeit your eligibility. Teams that qualify in the Fall must play the Spring Session or they will forfeit their eligibility.
7. Teams that qualify for a World Qualifier (WQ) slot more than once during a League year will be the first teams eligible for a random draw into any bye slots that occur on the WQ boards.
8. Teams that qualify for the WQ must remain active in the Western Carolina APA to retain their qualified status.
9. Should a player qualify on more than one team that has won a slot to Las Vegas, he/she must meet the designated requirements.

10. 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 WQ board.

Higher Level Tournament Skill Level

Please refer to "The Skill Level You Must Play With" section of the APA Official Team Manual for information on the skill level you will be required to compete at.

Travel Assistance for the World Pool Championships

There will be an Individual Player Travel Assistance for each player that is on a team when the team qualifies for the APA World Pool Championships (8-Ball Open & 9-Ball Open). Therefore, any player that qualifies for Vegas, in one of the formats mentioned above, will receive \$400.00 Travel Assistance. If a player qualifies on more than one team/format, they will receive the Travel Assistance for each team/format in which they qualify. In addition, each winning team will receive a team World Qualifier Trophy.

Should a team elect not to go to the APA World Pool Championships, the team will forfeit all awards and monies for Travel Assistance. If the team/player has already received the money for Travel Assistance, the team/players will be required to repay the entire amount to the APA Travel Fund. Failure to do so will result in suspension of membership for each member of the team until the Travel Assistance money has been repaid.

If a player that 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 the \$400.00 to the League before the player will be allowed to resume playing in the League.

In the event a qualified team decides not to participate in the APA World Pool Championships, the team that finished second in that City Tournament (World Qualifier) will advance to the APA World Pool Championships.

Big Dawg Award for 8-Ball & 9-Ball

The 8-Ball team and 9-Ball team with the most points for the combined three (3) sessions (Summer, Fall and Spring), will receive the "BIG DAWG AWARD".

Side Tournament Requirements

In order to play in any of the side tournaments at local League events, you must be on an active team during that session. Example: Played Summer Session - want to play in September side tournaments, must be on an active team in the Fall, and so on for Fall and Spring.

Tournament Miscellaneous

All players must be on a roster in the current session to participate in any of the events. Online registration (if available) is required to participate. If you register online, you are committing to the entry fee of the tournament. If you are unable to participate the day of the tournament, you will be held responsible for the entry fee. Dollar signs (\$\$) and amount due will be placed next to your name on your scoresheet and you will not be allowed to play a match until the past due money is current. If a team plays a player owing money all points earned by the player will be forfeited.

