

# Western Carolina APA Local Bylaws



**Michael Maloney  
Anita Maloney  
League Operators**

Office: 828.507.4467

Email: [mmaloney@apaleagues.com](mailto:mmaloney@apaleagues.com)  
[amaloney@apaleagues.com](mailto:amaloney@apaleagues.com)

Website: [westerncarolina.apaleagues.com](http://westerncarolina.apaleagues.com)

Facebook: [apawesterncarolina](https://www.facebook.com/apawesterncarolina)

## 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 your Official Team Manual (OTM) 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 is all about having fun, meeting people, and playing pool!**

Please read these bylaws carefully and keep them with the 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: Local League Information**

### Age Requirements

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

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 old patrons.

### Office Hours

Local 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 [westerncarolina.apaleagues.com](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](http://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 number 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**

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 the 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 (4<sup>th</sup>) week of the session will be charged all fees due as explained in the APA Official Team Manual (OTM); the members of the team will be suspended until their portion of the remaining dues are paid in full. **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. 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
- Must show tallied marks in the 8OB, 8B&R, 9OS, 9B&R

The entire scoresheet needs to be filled out to receive bonus points.

## **Bonus Points**

The bonus points awarded will be as follows:

- **8-Ball - 2 Possible Bonus Points**
  - 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.
  - 1 point will be awarded for accurate and fully complete scoresheets.

- **9-Ball - 12 Possible Bonus Points**

- 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.
- 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 Local 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 the final of play 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](mailto: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.
- Shutout: You win 20-0 in 9-Ball.
- MVP: End of session highest win percentage per division, per last match of regular play.
- 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, 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: Local League Play**

### Forfeits

A team must begin play if they have one player present. Once the first match is over, the team putting up next has one (1) minute to name a player, and then the opposing team has one (1) minute 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 Local League Office, as stated under Comments on Scoresheet. Sportsmanship violations can result in suspension.

**Forfeits and byes do not count as matches played.**

### 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 **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 Team Skill Level Limit (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 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 4<sup>th</sup> 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(es) 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 5<sup>th</sup> 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.**

### **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 Local League Office.** Upon receiving approval from the Local 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 Local 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 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, 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 until past dues are paid.

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 player(s) will be suspended from the League until their portion of the fees is paid. The Local 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.

### **Minimum Skill Levels**

During Higher Level Tournaments, ladies may participate at their assigned skill level, even if that assigned skill level is lower than a SL3. All other players must participate at a skill level 3 or higher.

## **Section 3: Sportsmanship and Conduct**

### **Complaints**

Sportsmanship or handicap complaints must be submitted in writing the night of play or within twenty-four (24) hours of play. They will not be accepted at a later time. **NO EXCEPTIONS!**

- a. Phone calls are **not** allowed.
- b. No fee shall be required to file a protest.
- c. 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.

### **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**

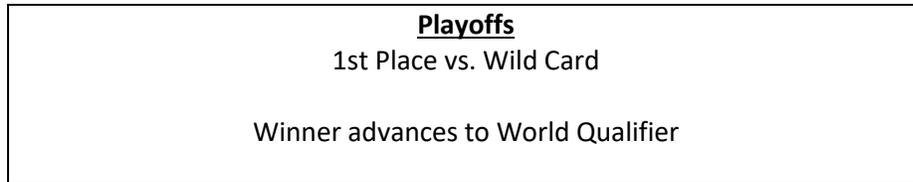
Western Carolina APA will honor any suspensions from all neighboring APA area.

## Section 4: Local League Playoffs and Tournaments

### Session Playoffs

- **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. That team is decided through the following Playoff structure:

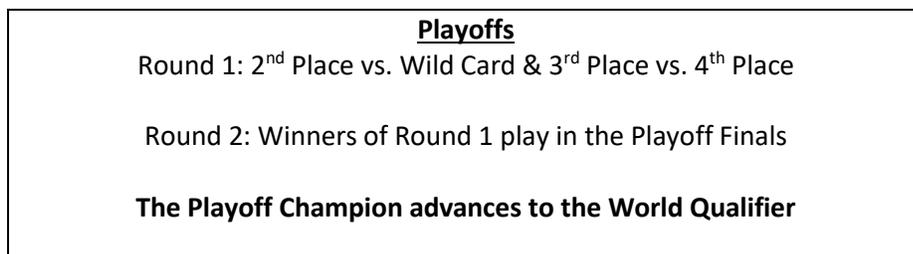


**NOTE:** In divisions with 4 teams or less, eligibility will not be passed to teams finishing directly behind an already qualified team.

- **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.

- The 1<sup>st</sup> place team from the session earns an automatic qualification into the World Qualifier.
- The 2<sup>nd</sup> 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 1<sup>st</sup> round of Playoffs will be scheduled on the same day of the week as your regular League play.**

**The 2<sup>nd</sup> 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 2<sup>nd</sup> 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.

## **Travel Assistance for the World Pool Championships**

**Due to Covid-19 causing Western Carolina APA to shut down for 9 months, the Travel Assistance structure listed below will not apply to the 2021 Spring Session, March 1 – May 31, 2021. Travel Assistance for the 2021 Spring Session will be determined depending on the number of teams that participate.**

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 in the Summer, Fall and Spring Session will receive the "Big Dawg Award".

## **Side Tournament Requirements**

In order to play in any of the side (mini) 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.