



LOCAL BYLAWS

Shonte “Shyne” Barnes
League Operator

Office: 828-222-4474

Email: blueridgeapa@gmail.com

Website: blueridgeapa.com

Facebook: Blue Ridge APA

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 Blue Ridge APA. Some Host Locations in the Blue Ridge APA do not allow players under the age of 21. Please see the Host Location for specific age requirements.

Office Hours

League Office hours are Monday through Friday, 12 PM to 10 PM and Saturday and Sunday during league play. 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. You may also email: blueridgeapa@gmail.com.

Website

Our website address is blueridgeapa.com.

This website allows you to:

- a) Get the latest up to date information on Playoffs, tournaments or any other Blue Ridge 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, Blue Ridge 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. Having an email address on file can keep you from missing out on valuable information. Please note: you will need to have a valid email address on file in order to create a Member Services account.

Team Fees

Team Fees are \$50 per week for 8-Ball or 9-Ball teams, \$100 per week for Double Jeopardy teams, \$36 per week for Masters teams and \$30 per week for Ladies teams, regardless of the number of matches played. Full Team Fees must be paid for Playoff matches and for forfeits. Team fees must be paid by 12pm the day following your scheduled match via cash in your team envelope or electronically through the Member Services App.

Team Envelopes/Scorekeeping

Scorekeeper App/Online Payments – Each week the Team will keep score on the APA Scorekeeper App. Teams are allowed to pay online in the app no later than midnight on the day of their scheduled match.

Teams Using Designated Drop Off Locations/Cash Payments - In-house location drop off for scoresheets/cash payments are due by 11pm the same day as the scheduled match. Travel division

paperwork/cash payments are due by 12pm the day following the scheduled match. Failure to do so will result in a loss of bonus points.

Bonus Points

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

- Scoresheets are submitted before 12pm the following day
- All fees are submitted in the drop box or paid online before 12pm the following day
- Innings are filled in for every game
- The winner and loser of every game is marked with the number of racks won
- Final match score is filled in
- Scoresheet is signed by both teams
- All fees are up to date
- No abusive comments are written

The bonus points awarded will be as follows:

- **8-Ball: 2 Possible Bonus Points**
 - Bonus points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees owed and accurate and complete scoresheets.
- **9-Ball: 10 Possible Bonus Points**
 - Bonus points will be awarded for the entire weekly fee being included in the payment envelope and the team being current on all fees owed and accurate and complete scoresheets.
- **Ladies: 1 Bonus Point**
- **Masters: 2 Bonus Points**

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 may 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 the team is not past due):

- 8-Ball: 8 Bye Points + 2 Bonus Points
- 9-Ball: 50 Bye Points + 10 Bonus Points
- Masters: 15 Bye points + 2 Bonus Points
- Ladies: 5 Bye points +1 Bonus Point

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

Past Due Procedures

1. **First Week Past Due:** The Team Captain will be contacted
2. **Second Week Past Due:** The entire team will be contacted

3. **Third Week Past Due:** The TEAM CAPTAIN will be made **INACTIVE** on scoresheet
4. **Fourth and Final Week Past Due:** Team name will be changed to “Team Dropped Due to Non-Pay” on the scoresheet.

Late Penalties

Any teams that fall behind in paying their team dues will receive a FINAL NOTICE and points will be taken away. Additionally, the Team Captain (and other players) may be marked ineligible to play by being made INACTIVE on the team. If payment is not received at this time the team will be given notification that they will be dropped from the League for non-payment. If the fees are not brought current by the third week or arrangements made to pay the past due balance, the team will be dropped. All players on the team will become equally responsible for the fees that are due, including fees for the remainder of the session, and will not be permitted to rejoin until their portion is paid.

Roster Changes

As per the official Team Manual rosters close on Week 4 of each session. The Blue Ridge APA will allow limited roster changes up until the last 5 weeks of the session. Please note, you cannot trade players in the same division, and you cannot drop and re-add a player once rosters close.

***Spring Session Only - Any team qualified for the World Qualifier will not be allowed to make roster changes after week 4 and retain qualification to the tournament. There are no exceptions to this rule.**

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 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. Sportsmanship winners from the league year will be invited to the special Patti Busch Sportsmanship Bahamas Drawing.

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 comments section in Scorekeeper.

Patches are awarded the week (or bi-weekly for remote divisions) after they are earned and will be included in your team envelope.

Section 2: Local League Play

Rescheduling Matches

The Blue Ridge APA does not allow make-up matches. On occasion, a match may need to be rescheduled due to inclement weather, conflicts with other pre-qualified League obligations, or other reasons. You are required to reschedule a match if your match conflicts with your opponent's other pre-qualified

League obligations and the opponent requests rescheduling. If you plan to reschedule a match, due to inclement weather, or for other reasons, **you must notify the Local League Office.**

Please use the following procedure:

1. Contact the Team Captain of the team you are scheduled to play in the match and notify them of your intent to reschedule.
2. Work with your opponent's Team Captain to select a date and time to play the rescheduled match. 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, unless the Local League Office grants an exception, which will only occur as a result of special circumstances.
3. Teams must pay for the rescheduled match by the original scheduled match date or the non-paying team will not be awarded bonus points.

Preventing Forfeits

(Player May Play Twice on One Night)

Refer to **Team Match Play** in the General Rules section of the Official Team Manual, which 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 Blue Ridge 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 utilizing the replay rule to avoid Team Skill Level Violations must have a player on the roster that would keep the team within the Team Skill Level Limit. If a team does not have a player available on the roster that could keep the team within the Team Skill Level Limit, then that team will forfeit the last match(es). For example, if a roster shows 6, 6, 5, 5, 5, 4, 4, 3, that team cannot play 6, 6, 5, 3 and use the SL 3 in a replay. There would need to be another SL 3 or SL 2 (SL 1 IN 9-Ball) on the roster in order to do this because the team has to be able to make 23 without the replay rule. In this example, the team would exceed 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. If a player eligible to play the replay becomes unavailable, the opposing team has the right to take a forfeit. 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. Please note: All eligible replay players must be available until the start of the replay 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 Senior Skill Level 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 players. 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.
- A team can use the Replay Rule **5 times** during the regular session as long as the above criteria are met in each instance. The Replay Rule is not in effect during **Playoffs or the World Qualifier**.

Inclement Weather

The Local League Office will use school closings and state warnings to determine whether matches will be cancelled and rescheduled due to inclement weather. If you feel that weather conditions may result in League play being cancelled or postponed, check our Local League Website for the most up-to-date information. Contact the Local League Office if you have additional questions or concerns, but only after you have checked the website. Most important, ***please be safe*** and do not risk injury if you feel the travel conditions are unsafe.

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. 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 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.

Section 3: Sportsmanship and Conduct

Comments on Scoresheets

All concerns should be written on the scoresheet 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 on the scoresheets. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

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

Blue Ridge APA will honor any suspensions from all APA areas.

Sportsmanship Violations:

Any player or team receiving more than two formal sportsmanship violations within 12 months may be dropped from the League. Dropped teams or any suspended player will forfeit all benefits, trophies, awards, and prize money. Sportsmanship violations include, but are not limited to: sharking, abusive language, sandbagging, delay of game, inappropriate physical contact, arguing League rules and policies, booing a team or cheering for missed shots or scratches, and intentionally crowding the play table. Teams must stay clear of the play table, giving room for players to shoot, or face a possible team sportsmanship violation.

The chart below provides some basic guidelines for sportsmanship violations and penalties. The League office will have full discretion over what penalties might be assessed for a player or a team and may consult with the Board of Governors, consisting of all division representatives, to determine the specifics of an allegation or penalty. Any member who is suspended from the Blue Ridge APA may appeal to the Board of Governors within one week of suspension. If the appeal is denied, then the player must serve out a minimum of 50% of the suspension sentence before submitting a request to the Board of Governors for the appeal to be overturned.

INFRACTION	FIRST OFFENSE	REPEAT OFFENSE
Arguing Rules & Policies	Warning letter	30-Day Suspension
Verbal Abuse (includes excessive profanity)	Warning Letter to a 30 – 60 Day Suspension	60 – 90 Day Suspension
Sharking	Warning Letter to a 30 – 60 Day Suspension	60 – 90 Day Suspension to a 1-Year Suspension
Manipulating Scoresheets	Warning Letter to a 1-Year Suspension	30 Day Suspension to a Permanent Suspension
Threatening Remarks, Threatening Behavior	Warning Letter to a 1-Year Suspension	30 Day Suspension to a Permanent Suspension
Throwing Objects, Breaking Objects	60 – 90 Day Suspension	1-Year Suspension to a Permanent Suspension
Discrimination (based on race, ethnicity, class, gender, sexual orientation, or religion)	Suspension (length to be determined by due process) to a termination of Membership by the American Poolplayers Association	
Physical Fighting or Other Physical Contact	Suspension (length to be determined by due process) to a termination of Membership by the American Poolplayers Association	
Theft of Pool Cue and/or Equipment or stealing from a Host Location	Suspension (length to be determined by due process) to a Termination of Membership by the American Poolplayers Association	

Fraud – Impersonating another player or intentionally putting up a player under false pretense	Suspension (length to be determined by due process) to a Termination of Membership by the American Poolplayers Association
--	--

Section 4: Local League Playoffs and Tournaments

Session Playoffs

Session Playoffs will be used to determine which teams qualify for the Tri-Annual Tournament. The structure of a division's Session Playoffs will depend upon the number of teams in the Division.

NOTE: Teams may not forfeit more than five (5) matches during any session. Teams that violate this rule will lose eligibility and/or WQ qualification.

NOTE: A team cannot forfeit more than three individual matches within the last 2 weeks of regular session weekly play. Teams that violate the three-match limit will forfeit eligibility into Playoffs and the Tri-Annual Tournament.

Wildcard teams will be determined by random electronic drawing at the session ending wildcard party. Each team not directly qualified will be entered into the drawing with the points accumulated by the team during the session.

The 1st round of Playoffs will be scheduled on corresponding League nights.

Home field advantage for Division Playoffs will go to the highest seeded team from the end of the regular session point standings. The home team will have the choice of available tables for traveling divisions. For all in-house divisions, matches will be played on the home team's assigned table.

Player Eligibility for Session Playoffs: Players must have played at least **5 times** with the team during the session to be eligible to play in the Playoffs.

Number Of Teams In The Division (last week of regular play)	World Qualifier (WQ) Qualification Playoff Structure	Session Award Structure
<u>4-5</u> One Team Qualifies For Tri-Annual	1 st Place vs Wildcard Winner Advances To Tri-Annual In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs	Awards: Top Point Finisher will receive the 1 st Place Session trophies
<u>6-7</u> Two Teams Qualify For Tri-Annual	1 st Place vs Wildcard 2 nd Place vs 3 rd Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1 st Place Session trophies

<u>8-11</u> Three Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place vs Wildcard 3rd Place vs 4th Place Both winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies
<u>12-14</u> Four Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place vs Wildcard 3rd Place vs 6th Place 4th Place vs 5th Place All winners advance to Tri-Annuals	Awards: Top Point Finisher will receive the 1st Place Session trophies
<u>15-16</u> Five Teams Qualify For Tri-Annual	Division Point Leader advances directly to Tri-Annual 2nd Place advances directly to Tri-Annual 3rd Place vs Wildcard 4th Place vs 7th Place 5th Place vs 6th Place All winners advance to Tri-Annual	Awards: Top Point Finisher will receive the 1st Place Session trophies

Trophies

End of session awards will be given during the following session. Each member of the top point finishing team will receive an award.

Tri-Annual

A Tri-Annual will be held at the end of each regular session of play to qualify teams for the World Qualifier held in June. The Tri-Annual format will be single elimination. Cash awards determined by the League Office will be awarded to the top finishers.

Best Of the Rest Tournament (BOTR)

Teams that lost in the Summer, Fall and Spring Tri-Annual finals during the league year leading up to the World Qualifier will be eligible for the Best of the Rest Tournament. One team in each format will qualify for the WQ from the Best of the Rest. This tournament will be single elimination and will take place after the Spring Session Tri-Annuals and prior to the World Qualifier (WQ). Cash awards determined by the League Office will be awarded to the top finisher.

World Qualifier

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 The Blue Ridge APA in the World Pool Championships.

*A maximum of 17 teams will participate in the 8-Ball World Qualifier:

***Summer** - 8 Teams from the Tri-Annual

***Fall** - 4 Teams from the Tri-Annual

***Spring** - 4 teams from the Tri-Annual

Best Of The Rest – 1 team league wide

*A maximum of 17 teams will participate in the 9-Ball World Qualifier:

***Summer** - 8 teams from the Tri-Annual

***Fall** – 4 Teams from the Tri-Annual

***Spring** - 4 Teams from the Tri-Annual

Best Of The Rest – 1 team league wide

*subject to change based on team count

- All players on Qualified teams must remain active in the Blue Ridge APA in the format they are qualified in, in order to participate in the Tri-Annual, World Qualifier and World Pool Championships.
- All qualified teams must finish in the top half of their division in all sessions following qualification prior to the World Qualifier or risk the loss of their qualified status.

Travel Assistance for the World Pool Championships

The Travel Assistance Fund will be used to pay travel expenses actually incurred by the eligible 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.

Masters Playoffs:

Division Playoffs will consist of 1st, 2nd, and 3rd place teams and a Wild Card team (to be determined by draw from the remaining teams in the division). The 1st place team will play the wild card team and the 2nd place team will play the 3rd place team. In the Summer and Fall Session, the 2 winning teams will advance to the Playoff Finals, the winner of which will advance to the Vegas Qualifier. In the Spring Session, there will be one week of playoffs with both winners qualifying for the Vegas Qualifier.

Ladies-Only 8-Ball Playoffs:

Two teams will automatically qualify for the Vegas Qualifier via 1st and 2nd place at the end of the league year. The 3rd place team will play the wild card team and the 4th place team will play the 5th place team for the two remaining spots. Ladies start times will be staggered at 1pm for odd numbered weeks, and 1:30pm for even numbered weeks.

*Please Note: You must have a minimum of 10 8-Ball matches played by March 3rd and must be on an active Spring Session APA roster in any 8-Ball format in order to compete in the Ladies Vegas Qualifier event.