



# Local Bylaws

## Richard & Regina Johnson League Operators

Counties: Darlington, Florence, Kershaw, Lee, Sumter

Office Hours: Monday – Thursday, 10 a.m. – 4 p.m.

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Call your Division Representative if after 8 p.m. with questions

(Their number is listed on the top of your scoresheet)

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### **Introduction**

We would like to welcome you and your team to the American Poolplayers Association!

This document explains the structure of the League at a Local Level and should be used in conjunction with the Official Team Manual on the APA Member Services App and poolplayers.com. These Local Bylaws have been created for the smooth and efficient operation of the League. After all, the APA's motto is: **Have Fun. Meet People. Play Pool.**®

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

## 1. Weekly Packets

The **Home Team Captain** is responsible for picking up packets for **both** teams, theirs and their opponents. The Team Captain should collect all League fees, dues, and membership applications from their team and share all information in the packets with their players. Team Captains need to verify the identification and date of birth of all team members and submit changes to the Local League Office. It is the Team Captain's responsibility to contact the Local League Office **before** adding/playing a new player regardless if they have previously played APA.

**Each Team Captain** is responsible for turning in **their** weekly packets, money, and new applications for members to the assigned drop off locations for their area. Scoresheets, money, and patch request forms **MUST** be placed in the envelope provided in the packet. The Local League Office will notify Team Captains if pickup days/times change due to weather, tournaments, or other reasons. **Team Captains are responsible for shortages.**

Packets **must** be dropped on the following days:

- Florence County Divisions including Johnsonville: At the end of League on Thursday at Beyond Therapy, R & J's Billiards or Wooden Nickel
- Sumter County Divisions: By 4:30 p.m. on Thursday at Stroker's Billiards.

**Note:** For Playoffs and Higher Level Tournaments, the **winning** team is responsible for turning in their packets, fees and scoresheets during these events.

**Important:** All Team Captains and Co-Captains must submit a working contact phone number and valid email address **for themselves and all teammates** at the beginning of each session in case they need to be reached regarding any questions or announcements from the Local League Office or the National Office.

## 2. Weekly Fees

8-Ball and 9-Ball standard teams are \$40 per team and **must** be paid in full on the original night of play. This weekly fee **may** increase every two (2) years. (Last increase: Summer 2014). **Individual forfeits are not excluded from this fee.** The weekly fee **MUST** also be paid if the team gives or receives a full forfeit. The weekly fee is also required to be paid for Session Playoff weeks.

**Notice:** If paying weekly fees or annual dues by check, please make the checks payable to Richard or Regina Johnson and put APA in the memo line. Checks not made payable to Richard or Regina will be returned and the team marked past due.

## 3. Membership Dues

The annual APA membership dues **must** be paid upon joining the League and **before** playing. If a player plays, they must pay their APA annual dues. **No exceptions!** Renewals are January 1 of each year and **must** be paid the player's **1<sup>st</sup>** night of play or by week 4 of the session (Spring, Summer, Fall), whichever comes first. Any member who has not paid their annual dues by week 4 will be dropped from the roster. Please refer to **Annual Membership Dues** under **Fees** in the League Structure section of the Official Team Manual.

**Note:** Teams who play a player who is not current with APA dues will have those dues deducted from their weekly fee and marked past due and the player marked paid. Players are requested to pay their dues online via Member Services App prior to December 31.

#### 4. Procedures for Past Dues

If the full weekly fee is **NOT** submitted each week of play, your team will lose bonus points (1 in 8-Ball and 3 in 9-Ball). If a team goes **two (2) weeks** owing a past due, the team will **lose all bonus points** until the past due amount is paid in full. Players who have a past due amount for any reason other than repayment of Travel Assistance money will **not** be allowed to play in any Playoffs, Tri-Cup, or any other tournaments regardless of points standings. Teams that owe a past due going into the last two (2) weeks of the session or incur a past due during the last two (2) weeks of the session **will not be eligible** to participate in Playoffs, Tri-Cups, or any other tournaments regardless of points standings.

#### 5. Returned Check Policy

Teams/Players that have a check returned to us by the bank will be charged the amount of the check **plus** \$30. The team may also lose bonus points. We will no longer accept checks from teams/players if a check has been returned twice.

#### 6. Bonus Points

Bonus points can be **earned** for various reasons. Teams can earn ten (10) bonus points for preregistering their teams for the next session three (3) or four (4) weeks from the end of the current session. Teams can **earn** bonus points weekly for meeting the following:

- Scoresheets are legible and **completely** filled out (innings/points, Defensive Shots/safeties marked, table factor, start/end times, sportsmanship rating, etc.)
- Packets turned in **on time** with the full weekly fees and new membership applications
- **Not** playing a player who owes money for any reason with the exception of those players repaying their Travel Assistance funds.
- Bonus points may also be given for attending meetings, responding to surveys, or any other reason to encourage team/player participation in our League events.

The bonus points awarded will be as follows:

- **8-Ball:** 3 Bonus Points
- **9-Ball:** 9 Bonus Points

#### 7. Patches

Players will receive patches for Break & Runs, 8-on-the-Break and 9-on-the-Snap, Skunk (9-Ball), Clean Sweep (team wins all 5 matches/no forfeits in one night), and Rackless Night (8-Ball) only if requested by the players on the patch form in each packet.

#### 8. Local League Play

**League begins at 7:00 pm and can begin with only 1 player present from each team!** The coin toss should be done by 7:00 to decide which team puts up first with each team having **one (1) minute** to put up their first player and have the player at the table ready to lag. In each subsequent match, teams have **one (1) minute** to put up their next player. These times will **not** be automatic. Teams are responsible for keeping up with the time limits. At the 1-minute mark a team can be asked to declare a player or forfeit that match. Once a player has been declared they cannot shoot in another ongoing APA match (i.e. playing a make-up match on the same night). Once a player has been declared, that player **must** play unless the player becomes physically unable or will cause the team to violate the Team Skill Level Limit rule (23-Rule) or Limited Number of Senior Skill Level Players rule. If a team must change a player for one of these reasons, the opposing team

may also change players. Once players lag, **neither** team may change players. Once League play has begun, **play must be continuous.**

Our official start time is 7:00 so your team **must** split to a second table at 9:30 if not in match four (4) by that time. **This is not an option!** We have one location with only one table and understand that this cannot be enforced there but having only one table is not an excuse for slow play. Please refer to **Splitting Matches** in the General Rules section of the Official Team Manual.

Refer to **Time Guidelines** in the Official Team Manual. Please adhere to these time limits so that the team match is completed in a timely manner. This is a weekday activity for most and many players may have to work the next morning so let's all do our best to ensure that League begins on time and ends on time, ideally by 11 p.m. Teams that consistently violate these time limits will be subject to sportsmanship violations. It is up to each team to adhere with time-outs and shot times.

## 9. **Rescheduling and Make-Up Matches**

Rescheduling matches is strongly discouraged and will only be allowed in the following situations:

- **Severe Weather:** If severe weather occurs, the Team Captains should reschedule the match as soon as possible and schedule it within two (2) weeks of the originally scheduled date. Upon rescheduling both Team Captains **must** notify the Local League Office of the date for the make-up match. If severe weather is expected the Local League Office will monitor the forecast and may cancel or postpone League. The Local League Office will notify Team Captains of the affected areas no less than two (2) hours before League time.
- **Holidays:** All matches scheduled on holidays must be rescheduled and played **prior** to the original match date **not** after if the Host Location is closed for the holiday. Team Captains are responsible for notifying the Local League Office if you are rescheduling your match **before** the scheduled date of play.
- **Emergency:** If an unexpected emergency occurs, contact the office immediately. **Only** preapproved emergencies that affect the entire team fall under this example.
- **Filling a Bye:** If a bye is filled, make-up matches **may** be required. Pee Dee APA will send the scoresheets to the Host Location for all make-up matches due to filling a bye.
- **League Play during the World Pool Championships:** 8-Ball and/or 9-Ball teams that will be playing in the APA World Pool Championship **must** reschedule their weekly match **before** leaving for the Championships. If it is impossible due to session start/end dates, then the match **must** be made up the week following the team event NOT 2 weeks later.
- **If both teams** agree to reschedule a match and both notify the Local League Office of the date the make-up match will be played. The Team Captains **must** verify all handicaps before playing the make-up match.

Rescheduling matches will **not** be allowed during the last two (2) weeks of the session, Tri-Cup or World Qualifier weeks. Make-up matches will **not** be allowed during the last two (2) weeks of the session. ALL make-up matches **must** be played within two (2) weeks from the originally scheduled date. Make-up matches played longer than two (2) weeks from the originally scheduled date will result in **both** teams not earning **any** bonus points.

If the home team's location is unavailable for the make-up match, the **home team chooses** the location to play the make-up match. Both Team Captains **must** notify the Local League Office of the date for the rescheduled match.

## 10. Replays (Playing a Player Twice)

A team may play **one** player twice on League night during regular session play but **cannot use this rule during the last 2 weeks of the session nor during Playoffs or Higher Level Tournaments**. Teams may **not** use the replay rule just because a player or players do not wish to play at a location. The replay rule may be used as follows:

- **Teams** must **notify** their **opponent** of the **need or potential need** to replay a player prior to the start of the match the replay rule may be needed. If another player shows up after the request to replay a player before a player has been designated, the late player should play unless they would cause the team to go over Team Skill Level Limit rule (23-Rule), Limited Number of Senior Skill Level Players rule or the lag has occurred.
- The replay player is **chosen by the requesting team's opponent**. The replay player and their opponent do **not** have to be named until time to put up in the match.
- The player chosen to replay must not cause the team to violate the Team Skill Level Limit rule (23-Rule) or Limited Number of Senior Skill Level Players rule.
- The full weekly fees are still due if the replay rule is used. If a replay is used it should not fall on the replay player to pay the full cost of their 2<sup>nd</sup> match. **Teams should split the cost of the "replay" for that player on their team that plays twice.**
- Teams may replay **two (2) players** only during the first four (4) weeks of a session. This will count toward the five (5) total replays per team allowed each session.
- Teams can only use **one** replay per night after week five (5) of the session.
- The replay **must** be used during the last individual match of the night. If the team is forfeiting match 5 then the replay can be used for match 4. If matches 4 and 5 will be forfeited, then it can be used for match 3.
- Both teams may use the replay rule on the same night if needed. If this is the case, then both teams put up their own player and the team scheduled to put up in the last match will put up first.
- Teams may only use a replay **five (5)** times during a session. If a team uses a replay more than 5 times a session the team will not earn any bonus points for that week. It is recommended that teams reschedule the last 1 or 2 matches of the night to avoid playing a player twice or receiving a forfeit and must be played within 7 days of the originally scheduled match. The full weekly fee must still be paid. **Teams may not use the replay rule if match has been rescheduled from its original date of play.**

**Important:** A player may **not** be sent home and/or be made unavailable to use the Replay Rule. This rule is to help occasionally and **should only** be used when absolutely needed. Teams taking advantage of this rule should be reported to the Local League Office immediately.

## 11. Forfeits

Teams can begin with only one (1) player present. If a team does not have enough players present to play all five (5) matches, they may use the Replay Rule if they have not used all five (5) allowed or play who they have and reschedule the remaining matches within seven (7) days of the originally scheduled date. **Replays will not be allowed if rescheduling remaining matches.** The Local League Office must be notified immediately if they agree to reschedule partial matches. The full weekly fee **must** be paid by **both** teams regardless of which team had to forfeit one (1) or all five (5) matches. Players/teams join to **play** not to forfeit. Forfeits in 8-ball are two (2) points and twelve (12) points in 9-Ball per match during **regular** League play.

## 12. Sportsmanship, Protests and Disputes

Sportsmanship complaints **must** be submitted in writing, either a handwritten note in your team packet or email to rjohnson@apaleagues.com with specific details the week the incident occurs. Sportsmanship complaints against a player will follow that player indefinitely. Sportsmanship violations are as follows:

- 1<sup>st</sup> offense: Warning letter to the player and/or team
- 2<sup>nd</sup> offense: Probation and loss of **all bonus points** for that week
- 3<sup>rd</sup> offense: Suspension of the player for three (3) weeks or if against the team, forfeiture of all points and bonus points for that week. If over three (3) complaints are submitted against a player/team, loss of all points won and bonus points, and/or suspension of the player(s) for the rest of the session or longer, depending on the severity of the complaint at the League Operator's discretion.

**Note:** Players/Teams can request to come before the local Board of Governors for rulings on protests and/or disputes.

## 13. Playoffs, Tri-Cups and World Qualifier

Tri-Cup tournaments (Single Elimination) will be held at the end of each session for qualifying for the **World Qualifier** (Modified Single Elimination) tournaments. Teams that finish 1<sup>st</sup> in points in divisions with five (5) or more teams will advance directly to the Tri-Cup.

### **Playoffs:**

- **4-team divisions** will have the 1<sup>st</sup> place team play a wild card with the winner advancing to the Tri-Cup. In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs. No more than two teams from the same 4-team division may advance to the Tri-Cup.
- **5-team divisions** will have 2<sup>nd</sup> place play a wild card with the winner advancing to the Tri-Cup.
- **6 or more team divisions** will have 2<sup>nd</sup> place play a wild card and 3<sup>rd</sup> place playing 4<sup>th</sup> place with winners advancing to Tri-Cup.

Teams that qualify for the Tri-Cup and the World Qualifier **must stay active** in the following session(s) in order to retain their qualification **with at least four (4) original members** from session of qualification. If a team qualifies again in the Fall Session, then the players on the fall roster are considered original going into Spring Session.

To be eligible for participation in Tri-Cups **new players need a minimum of six (6) individual matches with the team** during the session, including Playoffs. Established players, those with at least ten (10) scores, **need four (4) individual matches with the team**. Forfeited matches **do not** count as played matches.

Teams that finish 1<sup>st</sup> through 3<sup>rd</sup> place in each Tri-Cup will advance to the World Qualifier tournaments, typically held at the end of May or by the third week of June. Money will be awarded only during Tri-Cup to the 1<sup>st</sup> and 2<sup>nd</sup> place teams.

- Teams that qualify for the World Qualifier at the Spring Tri-Cup **must** play in the Summer Session with at least four (4) original members from Spring Session to stay qualified.
- Teams that qualify for the World Championship or the Southeast Challenge tournaments **must** stay active during the following Summer Session with at least four (4) original members from Spring Session. Southeast Challenge teams **must** also remain active during the session in which the

Southeast Challenge is held with at least four (4) original members from the Spring Session. Once teams gain qualification for the World Qualifier, they can only add **League Operator approved** players to their rosters during the following session(s). Requests **must** be made at least **one (1) day** prior to League play. **All players must have at least ten (10) matches played prior to the end of the qualifying League year (Summer Session through Spring Session) to qualify for the World Qualifier tournaments.** The following Summer Session scores do **not** count as matches played toward the required matches needed.

- Once a team from our area qualifies for APA World Pool Championship or the Southeast Challenge, **all players must have a minimum of four (4) matches on that team in the following Summer session to maintain eligibility.** Forfeits and Byes do **not** count toward matches played.
- **Teams that drop out after Tri-Cup or the World Qualifier will be responsible for weekly fees for the rest of the session.**

**Important:** Due to the team count/division size from session to session, variations and changes may be implemented in regard to the number of teams that qualify from each division and the procedures regarding qualification. Details regarding these changes will be announced around the last quarter of the session and are at the discretion of Pee Dee SC APA.

#### **14. Awards/Payouts**

Trophies will be awarded as follows:

- High Point Finishers
- Tri-Cup Champions and Runners Up
- World Qualifier Champions and Runners Up
- MVP trophies will be given per skill level per division. An MVP Beast trophy will be given per Skill Level Tier per our Local League network.

Cash payouts will be given only at Tri-Cups and, at this time 1<sup>st</sup> place will receive 65% and 2<sup>nd</sup> place will receive 35%. **Teams are not allowed to split the award.** Travel Assistance will be awarded to the 1<sup>st</sup> place team of our World Qualifiers to attend the APA World Pool Championship in Las Vegas, NV. The 2<sup>nd</sup> place team will receive a spot with a paid entry fee to the Southeast Challenges.

**Travel Assistance for the APA World Pool Championships will not be issued until the team/players have reserved their accommodations.** Players must show proof with receipt or flight itinerary. At least \$4000, \$500 per player with full roster of eight (8), will be awarded for Travel Assistance to each of the teams that qualify for the Championship Event. Players that accept the Travel Assistance funds and **do not attend the Championship event** will be required to **repay** the portion they received to the travel fund. Failure to make payment or payment arrangements will result in suspension from the league and APA until repayment has been fulfilled.

**Note: The \$4000 per team is the minimum guaranteed at this time for Travel Assistance to the World Pool Championships providing the total team count for the Local League Area does not decrease.**

**The teams that qualify for the Southeast Challenges (2<sup>nd</sup> place World Qualifier teams) will have their entry fees paid.** If a team does not attend the Southeast Challenge after the entry fee has been paid, the players will be required to repay their portion back to the Travel Fund. If funds are available, money may be given for some Travel Assistance but is not guaranteed at this time. Any money given for Travel Assistance must be repaid to the Travel Fund if a team does not attend after receiving the funds. Non-return payment of this or the entry fee will meet the same penalty as set for World Pool Championship teams/players.

### 15. APA Showdown Series

In the event that we have slots for any Showdown Series (8-Ball Doubles, 9-Ball Doubles, Jack & Jill Doubles, Masters, Ladies 8-Ball, Wheelchair or Team Captain), any monies given to the team that qualifies for the slot(s) provided to Pee Dee SC APA is for Travel Assistance **only**. Please be aware that Travel Assistance awarded is collected via entry fees and is based solely on the number of teams that participate in the Vegas qualifiers. **These events are not cash award events.** If there are divisions for any of these formats, the weekly fees and Vegas qualifier requirements an amendment to these Local Bylaws will be issued.

### 16. Ladies 8-Ball Division(s)

Teams will play once or twice a month (2 or 4 matches each month) for a minimum of 10 months. The Team fees are \$24 per match (total of \$48 to \$96 /month). This division(s) will have a Vegas qualifier at the end of the session with Travel Assistance given to the winning team. As this format grows, changes may be implemented to how teams qualify for the Vegas qualifier. If only a 4-team division, the two (2) winning Playoff teams will play each other for the Vegas spot.

### 17. Miscellaneous

- **Time-Outs:** Please refer to **Coaching** in the General Rules section of the Official Team Manual for information regarding time-outs. Only the coach and the player may be at the table during a time-out. All players regardless of skill level are allowed only **one** time-out per rack during Playoffs, Tri-Cups, and or any other Higher Level Tournaments.
- Table equipment (red dot cue/magic rack, etc.) **not provided** by the Host Location may only be used if **both** shooters agree.
- Players may change cues and/or cue shafts during a game provided the cues and/or shafts you are switching to do not violate any rules of use, and you remain within the time guidelines. This is not loss of game. Please refer to **Equipment** in the General Rules section of the Official Team Manual for more information.
- Proper scorekeeping results in accurate handicaps. Mark all Defensive Shots and “safeties” played. Intentionally **marking false** Defensive Shots/Safeties on players or **not marking any** Defensive Shots/Safeties that have been played, may result in **your team** being heavily scrutinized by the Local League Office and/or the Handicap Review Board. Defensive Shots occur when there is **no intent** to pocket a ball. **Intentionally running up innings is a form of handicap manipulation and should be marked as Defensive Shots.** Please refer to **Make Sure You Keep Score Properly** and **Defensive Shots** in the General Rules section of the Official Team Manual or the APA YouTube site for videos on proper scorekeeping and Defensive Shots/Safeties. **Remember, Defensive Shots are when there is no intent to pocket a ball.**

Pee Dee SC APA reserves the right to amend these Local Bylaws as our League grows and the needs change. These Local Bylaws do not take the place of the rules set forth by the American Poolplayers Association (APA), they only pertain to Local League play in the counties operated under Pee Dee SC APA. Thank you for being a member of APA and remember: **HAVE FUN. MEET PEOPLE. PLAY POOL.®**