



**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 10 p.m. with questions.

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

Website: peedeesouthcarolina.apaleagues.com

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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 Envelopes

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 submitting **their** weekly scoresheets via the Scorekeeper app or emailing a copy if using paper scoresheets, turning in weekly fee envelopes, and new applications for members to the assigned drop off locations for their area. 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, Wooden Nickel, Creekside, Jim's, or Ky's. By 4pm on Wednesdays for Seminar Brewing Sunday Divisions.
- Sumter County Divisions: By 4:30 p.m. on Thursday at Stroker's Billiards.
- Kershaw County Divisions: By 3:00pm on Thursdays at A&B Bar and Grill.

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 \$50 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 2022). **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 **1st** 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 annual 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 (2 in 8-Ball and 6 in 9-Ball). If a team goes **two (2) weeks** owing any past due, the team will **lose all bonus points** until the past due amount is paid in full. If a team goes 4 weeks owing ANY past due amount the team will be removed from the schedule regardless if the team is qualified for any upcoming tournaments. Players who have a past due amount for any reason other than repayment of Travel Assistance money or are repaying any fees they may owe will **not** be allowed to play in any Playoffs, Tri-Annual, 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-Annuals, 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** \$45. 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** bonus points weekly for meeting the following:

- Paper Scoresheets are legible and **filled** out completely (innings/points, Defensive Shots/safeties marked, table factor, start/end times, sportsmanship rating, etc.) and emailed within 24 hours of play. Electronic scoresheets are submitted at the end of league.
- Envelopes turned in **on time** with the full weekly fees and new membership applications (if they did not join online)
- **Not** playing a player who owes money for any reason except for those players repaying their Travel Assistance funds or any fees they may owe.
- Extra 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) by notifying their division rep. For skill levels 4 and under: I Beat a 6/7 (8-ball) and I Beat a 6/7/8/9 (9-ball). If the division rep is out of the requested patches, he/she needs to notify the league office so that we may get them out.

8. Local League Play

League begins at 7:00 pm and can begin with only 1 player present from each team! (1:00 pm for Sunday Divisions). The coin toss should be done by 7:00pm (1:00pm for Sunday Divisions) 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 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 9:00 if not in match four (4) by that time. **This is not an option when tables are available!** 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 notify the captains of 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, both team captains **MUST** notify the Local League Office of the date the make-up match will be played before the originally scheduled date of play. If the league office has not been notified by this date, the league office will set the date for the make-up match. 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-Annual 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.

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**. If the replay rule is used during the last 2 weeks of the session, the match the replay was played will be keyed as a double forfeit with neither team receiving any points for that match. 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:

- If 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 is not present of the same skill level of the player to play twice and 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 lower 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.
- **Teams must notify their opponent of the need or potential need** to replay a player prior to the start of league play. 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 2nd match. **Teams should split the cost of the "replay" for that player on their team that plays twice.**
- Teams can only use **one** replay per night. If more than one replay is used, teams will not receive bonus points that week.
- 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 (played before or after) 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 14 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. If a team has 5 or more forfeits in a session they will not be eligible for playoffs, that session’s Tri-Annual, or the World Qualifier (Spring Session only) regardless of points standings.

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:

- 1st offense: Warning letter to the player and/or team
- 2nd offense: Probation and loss of **all bonus points** for that week
- 3rd 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-Annuals and World Qualifier

Tri-Annual tournaments (Modified Single Elimination) will be held at the end of each session to qualify for the **World Qualifier** (Modified Single Elimination) tournaments. Brackets will be seeded based on the team’s total session points. Teams with the highest session points will be given a bye the 1st round if there are any byes on the bracket.

| Number of Teams In the Division (last week of regular play) | World Qualifier (WQ) Qualification Playoff Structure | Session Award Structure |
|--|--|---|
| <p style="text-align: center;"><u>4-5</u></p> <p>One Team Qualifies For Tri-Annual</p> | <p style="text-align: center;">1st Place vs Wildcard Winner Advances to Tri-Annual</p> <p>In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs</p> | <p style="text-align: center;">Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p> |
| <p style="text-align: center;"><u>6-7</u></p> <p>Two Teams Qualify</p> | <p style="text-align: center;">Division Point Leader advances directly to Tri-Annual</p> | <p style="text-align: center;">Awards:</p> |

| | | |
|---|---|---|
| For Tri-Annual | <p>2nd Place vs Wildcard Winner advances to Tri-Annual</p> <p>Eligibility will not be passed to teams finishing directly behind a team already qualified for the World Qualifier in the Playoffs.</p> | Top Point Finisher will receive the 1 st Place Session trophies |
| <p><u>8-11</u></p> <p>Three Teams Qualify For Tri-Annual</p> | <p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place vs Wildcard 3rd Place vs 4th Place Both winners advance to Tri-Annual</p> <p>Eligibility will not be passed to teams finishing directly behind a team already qualified for the World Qualifier in the Playoffs.</p> | <p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p> |
| <p><u>12-14</u></p> <p>Four Teams Qualify For Tri-Annual</p> | <p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place advances directly to Tri-Annual</p> <p>3rd Place vs Wildcard 4th Place vs 5th Place All winners advance to Tri-Annual</p> <p>Eligibility will not be passed to teams finishing directly behind a team already qualified for the World Qualifier in the Playoffs.</p> | <p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p> |
| <p><u>15-16</u></p> <p>Five Teams Qualify For Tri-Annual</p> | <p>Division Point Leader advances directly to Tri-Annual</p> <p>2nd Place advances directly to Tri-Annual</p> <p>3rd Place vs Wildcard 4th Place vs 7th Place 5th Place vs 6th Place All winners advance to Tri-Annual</p> <p>Eligibility will not be passed to teams finishing directly behind a team already qualified for the World Qualifier in the Playoffs.</p> | <p>Awards:</p> <p>Top Point Finisher will receive the 1st Place Session trophies</p> |

Teams that qualify for the Tri-Annual and the World Qualifier **must stay active** in the following session(s) 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 Playoffs, Tri-Annual or World Qualifier, **ALL players need a minimum of six (6) individual matches with the team in Fall and Spring sessions.** New players will need a minimum of 6 matches in **Summer** session and 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.

The top **FOUR** (4) teams in each Tri-Annual will advance to the World Qualifier tournaments, typically held in the summer session. The maximum number of teams that will play in the World Qualifiers is twelve. (subject to change based on total team count in each format). Money will be awarded only during Tri-Annual to the 1st and 2nd place teams.

- Teams that qualify for the World Qualifier at the Spring Tri-Annual **must have at least FOUR original members (as a team or on a team in the format in which they qualified)** play in the Summer Session to stay qualified.
- 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.
- Teams that qualify for the Southeast Challenge or the Carolina Classic (if one or both are held and we are allotted slots) tournaments **must have at least FOUR original members** from Spring Session stay active (either as a team or on a team in the format in which they qualified) during the following Summer and Fall Sessions. The Fall is when the Southeast Challenge and the Carolina Classic are generally held.

14. Awards/Payouts

Trophies will be awarded as follows:

- High Point Finishers
- Tri-Annual winners 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-Annuals and, at this time 1st place will receive 65% and 2nd place will receive 35%. **Teams are not allowed to split the award.** Travel Assistance will be awarded to the 1st place team of our World Qualifiers to attend the APA World Pool Championship in Las Vegas, NV. The 2nd 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 \$5000 per team 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 make payment or payment arrangements will result in suspension from the league and APA until repayment has been fulfilled.

Note: The \$5000 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 (if slots are awarded) (2nd place World Qualifier teams) will have their entry fees paid and \$1000 for travel assistance. Teams advancing to the Carolina Classic (if slots are awarded) will have their entry fee paid and if funds are available, some travel assistance may be given. If a team does not attend the Southeast Challenge or the Carolina Classic after the entry fee has been

paid, the players will be required to repay their portion (including any travel assistance given) back to the Travel Fund. Non-return payment of this or the entry fee will meet the same penalty as set for World Pool Championship teams/players.

**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 World Qualifier board. If the team that receives this as a result of a team choosing not to go to the World Pool Championships is the team that is to attend the Southeast Challenge, then the team's SE Challenge spot will go to the team they last eliminated on their World Qualifier Board. This is only if the winning team decides not to attend the World Pool Championships within 3 days of winning the spot.

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 the Travel Assistance awarded is collected via entry fees (if there is no division play) and is based solely on the number of teams that participate in the Vegas qualifiers. **These events are not cash award events.**

16. Ladies 8-Ball, Jack & Jill, 8-Ball Scotch Doubles, 9-Ball Scotch Doubles, and Masters Division(s)

Teams will play once or twice a month for a minimum of a 12-week plus playoffs session. The Team fees are \$30 per match for Ladies, Jack & Jill, and Scotch Doubles formats and \$30 per match for Masters. These division(s) will have a Playoff and Vegas qualifier at the end of the session with Travel Assistance given to the winning team. If only a 4-5 team division, 1st place will advance to the Vegas qualifier and 2nd will play a wild card in the playoff. The winner of the playoff will play the 1st place team in the Vegas Qualifier. In Divisions with 6 or more teams, we will follow the same procedure as in weekly open team play.

The Championship Team(s) will earn Travel Assistance to compete in Las Vegas in the Showdown Series format of play, or, in the alternative, in MiniMania. Currently, for a slot to the Showdown Series, Pee Dee South Carolina must have a minimum of 10 teams playing in its Showdown Series Divisions. If we do not have 10 teams playing, we must enter a request for a slot and will be placed on a waiting list. If by chance we are not granted a slot in the Showdown Series, Travel Assistance will still be available for the Championship Team to travel to Las Vegas to participate in MiniMania. The Travel Assistance Fund will be used to provide Travel Assistance to those teams advancing to the Showdown Series Championships, or in the alternative MiniMania. 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 in the Showdown Series Vegas Qualifier(s).

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-Annals, 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.**
- Earbuds, etc., and smart watches are **not allowed** during regular league play since these devices can be perceived as receiving unaware time outs. Basic ear plugs will be allowed as long as the player can still hear if a time out is called.

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.** ®