

# APA Pool Leagues, SC

## Local Bylaws



**Scott Bates**  
**Stephanie Jackson**  
**League Operators**

Office: 843-871-4105

Email: [scapascott@gmail.com](mailto:scapascott@gmail.com)

[stephaniebates@apaleagues.com](mailto:stephaniebates@apaleagues.com)

Facebook: [APA of South Carolina](#)

## **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 and to help clear up common issues that will allow you to focus on your game. After all, **the APA is all about having fun, meeting people, and playing pool!**

Please read these Local Bylaws carefully and keep them with the APA Official Team Manual for your reference. All previous Local Bylaws are now null and void.

## **Section 1: Local League Information**

### **Age Requirements**

You must be 18 years of age or older to compete in APA Pool Leagues, SC.

### **Office Hours**

Local League Office hours are:

- Monday, Tuesday and Thursday: 10 am – 5 pm
- Wednesday and Friday: 10 am – 4 pm
- Saturday: 9 am – 12 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.

**Phone: 843-871-4105**

You may also email:

**Email:** scapascott@gmail.com or [stephaniebates@apaleagues.com](mailto:stephaniebates@apaleagues.com)

### **Team Captain Responsibilities**

The Team Captain is the administrator for the team. The Team Captain must have a phone and email address to allow for quick and effective communication with the Local League Office. The Team Captain's responsibilities and duties include:

1. Collecting weekly fees and APA membership dues from the team.
2. Submitting payments, forms and other information to the Local League Office in a timely manner.
3. Distributing information from the Local League Office to all members of the team. This would include rule amendments, tournament announcements, and any other League business.
4. Responsibility for the conduct and good sportsmanship of all team members during League play.
5. Making sure that proper and accurate scorekeeping procedures are followed.
6. Having team players at the scheduled match site on time.
7. Returning team envelopes to the drop off location on time.

## **Division Representative Responsibilities**

Division Representatives (Division Reps) are appointed by the League Operator or voted on by the Team Captains. They are a person that has played in the League for a long time, a person of integrity and well respected by League members. Division Reps are your primary point of contact for questions about rules and other general inquiries about their division. They make sure that League information and notices are distributed and understood by their players. They are a spokesperson for their division and ensure that all concerns, queries and questions from the division are addressed. They carry a rule book on League nights and are available to answer any questions when necessary. The Division Rep will call the League during League play if deemed necessary. You will find your Division Rep's phone number on each scoresheet.

## **Facebook**

Please visit our Facebook page [www.facebook.com/APAofSouthCarolina/](http://www.facebook.com/APAofSouthCarolina/) where you can view and share pictures of tournaments, get updates about the League and chat with fellow APA members.

Please sign up for your Member Services Account at [poolplayers.com](http://poolplayers.com) and follow us on Facebook today and join our growing online community.

**Even if you don't sign up for your Member Services account, please make sure we have your email address on file.** All announcements are always made first online and through our email mailing list – don't miss out on valuable information! The website and email are the Local League Office's most efficient communication tools, helping to ensure that you get the most out of your experience and keeping 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 pertinent to the League.

## **Memberships**

All memberships must be paid within the first 2 weeks of League play. Any players added after the first two weeks of play must pay their membership immediately.

## **Team Fees**

Team Fees will be noted on the packet. These fees are to be paid weekly regardless of the number of matches played, including forfeits and playoffs. Pay with check or money order only, no cash please.

There will be a \$30 charge for any returned checks, plus loss of bonus points.

## **Bonus Points**

To receive bonus points you must turn the packet in on time, all team fees paid in full and membership dues paid the first week of play.

- **8-Ball - 2 Bonus Points**
- **9-Ball - 20 Bonus Points**

Remember these are bonus points that are awarded at the discretion of the Local League Office.

### **Abusive Language**

No abusive language directed at the League or the League Operator will be tolerated on the scoresheets. All concerns should be written up in a calm and professional manner. This will guarantee that your concern is looked at, documented and addressed. Abusive comments or complaints are considered unsportsmanlike and will be treated appropriately.

### **Adding New Players**

You may add a new player anytime under the following conditions:

- Inform your opponent before the match begins
- No player can be added to a team in the last four weeks of the session without prior approval from Scott only
- Qualified teams may not during the Spring Session add or drop players from their roster after the fourth week. No exceptions. Please reference the Official Team Manual for more details.

### **Cell Phone Use**

Please, no cell phone use while shooting your match.

### **Playing a Player Twice**

You may play a player twice under the following conditions:

- Inform your opponent before the match begins in which you will play twice
- A new player without a previous handicap must have played a minimum of 5 lifetime matches
- The players name who plays twice must be written on top of the scoresheet
- Once you state who you plan to play twice you may not change without the opponent's permission
- You may not play a player twice in the Playoffs, Tri-Cup, Money Cup or World Qualifier (City Cup).

### **Make-Up Matches**

All make-up matches must be completed before the last two weeks of the regular session. Please call the Local League Office for all make-up match schedules.

## **Section 2: Local League Play**

### **Bye Weeks**

Some divisions will have an odd number of teams, so one team each week will not have a match. In this instance, the team shall be given the following points for the week (these points include the bonus points a team would have received if all the paperwork was correct):

- 8-Ball – 8 Bye Points
- 9-Ball – 55 Bye Points

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

## **Forfeits**

If a full team of five players fail to show for a match, the opposing team is awarded forfeit points.

- A full team forfeit in 8-Ball will be worth 8 Points.
- An individual forfeited match in 8-Ball is worth 2 Points during regular session play.
- A full team forfeit in 9-Ball will be worth 55 Points.
- An individual forfeited match in 9-Ball is worth 15 Points during regular session play.
- Both teams are responsible for the full weekly fees for any week in which a match or portion is forfeited. If a team has a complete forfeit and does not make up the match, that team will be responsible for both teams' fees.
- Once a team match starts, the most forfeits a team can receive is two (2).

## **Rescheduling Matches**

On occasion, usually due to inclement weather, a match may need to be rescheduled. If you plan to reschedule a match, **you must notify the Local League Office**. Please use the following procedure:

- Contact the Team Captain of the team you plan to reschedule with and notify them of your intent to reschedule. You must give your opponent at least 24 hours notice in advance.
- If requested to do so, Team Captains must reschedule matches if the team has other pre-qualified League obligations such as a Championship Tournament.
- Rescheduled matches must be played before the final two weeks of the session. 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.

## **Inclement Weather**

Inclement weather is generally, but not limited to, snow or ice conditions. The Local League Office will use state warnings to determine whether reschedules due to inclement weather will be granted. If you feel that weather conditions may interfere with your match, contact the Local League Office for additional instructions.

## **Teams in Default**

Any team that does not show up for a match for two consecutive weeks will be deemed in default and will be dropped from the division. Additionally, any team that has not paid their League fees for two consecutive weeks is in danger of being dropped from the division. Teams will be notified and failure to contact the Local League Office and settle accounts will result in a team default.

Teams that default are still responsible for their team fees for the remainder of the session. The team fees will be divided up among team members, and 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 deemed necessary. 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 the week if they play and do not clear their past due.

## **Players Skill Levels**

**Players will not be allowed to have more than a 2 skill level difference in 8 or 9-Ball after their initial 10 matches. Players will have their skill levels reflect their true skill level.**

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

### **Sportsmanship**

It is expected that all teams will treat each other with mutual respect during a match. Sportsmanship is big part of playing in the APA. This is a weekly night out for many people and a break from the regular work grind. This is not a money league, and any sharking, hustling or anything of that nature will not be tolerated. We are all here to have fun and a good time. Please don't spoil it for others!

There is a fine line between cheering for your player and against your opponent. As a rule, cheer for your player's accomplishments and not the opponent's misfortunes. Individuals who are consistently deemed to not be displaying sportsmanship values may be subject to match forfeits, probation, suspension or termination of League and/or APA membership. For example, jumping out of your chair during a match that you are watching to say a hit was bad or the 8-ball was not marked, will be deemed poor sportsmanship, and the player is subject to a suspension. It is fine to cheer for an 8-on-the-Break, but it is considered poor sportsmanship to cheer for the cue ball to scratch as it heads towards a pocket. When you are not playing, please sit, watch and enjoy the match. Let the two players get on with their own match. They will ask for your input if necessary.

### **Banned Players**

If a Host Location has banned a player from entering their establishment, the team must play without them that evening. The League has no right to insist a Host Location allow a person in to their establishment for a League match.

### **Suspended Players**

APA Pool Leagues, SC will honor any suspensions from all APA areas.

### **Calling Time-Outs**

As explained in the APA Official Team Manual under General Rules/Coaching, "If the shooter requests a time-out, the coach may refuse it and no time-out will be charged."

**IMPORTANT:** If the Local League Office receives complaints about a team abusing this rule, it will be considered a sportsmanship violation and penalties will be assessed at the sole discretion of the League Operator.

## Section 4: Local League Playoffs and Tournaments

### Team Eligibility

- All teams must be active with at least 4 original members in the session that the event is held to be eligible to participate in Tri-Annals, Money Cups and World Qualifiers .
- Players must have played a minimum of four (4) matches with their team to participate in Higher Level Tournaments.
- Players must have played a minimum of five (5) matches with their team in the session to participate in Playoffs.
- Teams and players must be in good standing with APA Pool Leagues, SC.
- Teams cannot have any outstanding balance with APA Pool Leagues, SC.

### Summer, Fall and Spring Session Playoffs

The following table displays the Playoff structure for Summer, Fall and Spring Playoffs

Number of Teams in a Division (at Week 6)	Playoff Structure
<p><b><u>4-6</u></b></p> <p>1 Team qualifies into the Tri-Cup/Money Cup</p>	<p><b>Playoffs:</b> 2<sup>nd</sup> Place vs. Wild Card Winner vs 1<sup>st</sup> Place</p> <p>Final winner advances to the Tri-Cup/Money Cup</p>
<p><b><u>7-12 Teams</u></b></p> <p>2 Teams qualify into Tri-Cup/Money Cup</p> <p>1<sup>st</sup> Place Team from the session will earn automatic qualification to the Tri-Cup/Money Cup</p>	<p><b>Playoffs:</b> 2<sup>nd</sup> Place vs. Wild Card 3<sup>rd</sup> Place vs. 4<sup>th</sup> Place Winner vs. Winner</p> <p>Final winner advances to the Tri-Cup/Money Cup</p>
<p><b><u>13-14 Teams</u></b></p> <p>3 Teams qualify into Tri-Cup/Money Cup</p> <p>1<sup>st</sup> and 2<sup>nd</sup> Place Teams from the session will earn automatic qualification to Tri-Cup/Money Cup</p>	<p><b>Playoffs:</b> 3<sup>rd</sup> Place vs. Wild Card 4<sup>th</sup> Place vs. 5<sup>th</sup> Place Winner vs. Winner</p> <p>Final winner advances to Tri-Cup/Money Cup</p>
<p><b><u>15-16 Teams</u></b></p> <p>4 Teams qualify into Tri-Cup/Money Cup</p> <p>1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Place Teams from the session will earn automatic qualification to Tri-Cup/Money Cup</p>	<p><b>Playoffs:</b> 4<sup>th</sup> Place vs. Wild Card 5<sup>th</sup> Place vs. 6<sup>th</sup> Place Winner vs. Winner</p> <p>Final winner advances to Tri-Cup/Money Cup</p>

The winners of the Tri-Annuals and Money Cups advance to the World Qualifier.

**NOTE:** In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

**NOTE:** A team cannot forfeit more than three individual matches within the last 2 weeks of regular weekly play. Teams who do not adhere to this rule will forfeit eligibility into Playoffs.

**NOTE:** In a 4-team division, eligibility will not be passed to teams finishing directly behind an already qualified team in the Playoffs.

**NOTE:** A team cannot forfeit more than three individual matches within the last 2 weeks of regular weekly play. Teams who do not adhere to this rule will forfeit eligibility into Playoffs.

### **World Qualifier**

The World Qualifier (City Cup) is an annual tournament that takes place at the end of the League year in which the winning team(s) win Travel Assistance to Las Vegas and the opportunity to represent APA Pool Leagues, SC in the World Pool Championships.

- Teams that qualify for the World Qualifier must remain active throughout the League year in the APA Pool Leagues, SC to retain their qualified status.
- All qualified teams must finish in the top half of their division in all subsequent sessions prior to the World Qualifier or risk the loss of their qualified status.
- The Travel Assistance Fund will be used for 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.
- Refer to **World Pool Championships** in the Tournament Information and Rules section of the APA Official Team Manual for all other team/player eligibility requirements.

**Good Luck and Good Shooting!**